

Ice Breaker/Energiser/Intergrater

Name: Anagram game

Number of Participants: 6+

Equipment: Post-it note, paper and pen

Time: 15- 20 mins

Steps:

1. Each participant will have a post-it note stuck to their back with a word between 6-8 letters on it. The trainer will have chosen the word and they can relate to words to do with the day. The participant will not know what word is stuck on their back.
2. The participants through conversation with one another will ask e.g. 'Do I have an E?' they can only ask each participant this question once. If there are two letters the same only one can be revealed at a time.
3. As letters are revealed to them the participants will jot them down on paper with a pen.
4. Once the participant has found out all of the letters they need to work out what the word is.