

Ice Breaker/Energiser/Intergrater

Name: Snap

Number of Participants: 16+ even numbers

Equipment: Pairs of: cards or pictures or objects

Time: 10 - 20 mins

Steps:

1. Each participant has an identity i.e. a card, picture or object and someone else in that room is the same as them.
2. The participants need to introduce themselves to one another to try and find their pair. Once in a pair they ask each other some introductory questions as set by the trainer
3. Once everyone has found their pair the game can start again until everyone has been paired up to each participant.