

# Ice Breaker/Energiser/Intergrater

**Name:** Spin (name remembering game)

**Number of Participants:** 10+ even numbers

**Equipment:** Plastic plate

**Time:** 5 - 10 mins

**Steps:**

1. The participants form a circle.
2. In the middle of the circle the trainer begins by spinning the plate on the floor. He/she then calls a participant's name to come and takeover to keep the plate spinning. This participant then calls another participant's name and this pattern is carried on until everyone has had a spin of the plate.
3. A participant is disqualified if they call out an invalid name or if they cannot remember the name.