

GAME: YES, LETS!



All



5-10 minutes



The trainer/s walks around the room and take turns calling out what they want people to do: “Let’s climb a tree” then everyone says “Yes lets!” and everyone pretends to climb a tree.

It is advisable that the *commands* reflect daily topic knowledge and skills and attitudes to the extent possible.

Trainers should participate in this activity equally.



This is a brief game, boosting participants connection to the group and ending the day positively.