

GAME: TELEPHONE



All



10 minutes



Participants stand in a circle. The trainer quickly whispers a message to one participant. This participant passes the message in a whisper to the next person and so on. The last person shouts out the message. Chances are the final message will be different from the original. Here is an example of an initial message (note how two different activities are blended into the initial statement, a sure cause for confusion when whispered quickly): “It was Saturday evening when I was dancing home alone and George suddenly knocked the door.”



Energizer for warming up and boosting positive mood.