

# Zig-Zag

## Name-game

source: Coloured glass manual



8-50 people



15-20 minutes

### Topic

Getting to know each other

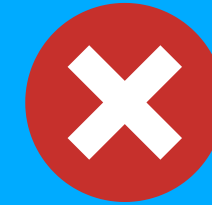
### Objectives

- To raise the level of energy of participants and warmup for the further activities.
- To create a positive atmosphere in the group and get to know them.

### Material

Chairs

## Jammin Board



ARTS



NFE



INCLUSION

### Steps

1. All players sit in a circle – there is one chair less than the number of players, so the player without a chair stands in the middle.
2. The objective of the player in the middle is to get a chair.
3. The player in the middle points to a player in the circle and says “Zig” – the person pointed to must immediately then say the name of the person sitting to their left.
4. If the player in the middle says “Zag”, the player pointed to must immediately say the name of the person sitting to their right.
5. If the answer is not quick enough (this is determined by the facilitator), the person pointed to goes to the middle, and the person who was in the middle takes their seat.
6. If the person in the middle calls “Zig-Zag”, all the players must swap seats so that everyone has new neighbours – and the player in the middle can attempt to take a seat.

At the start of this game, people are usually confused as they integrate the rules so a brief practice round before starting the official game is recommended.