

Match the duos...



Juniors



10 - 15 minutes



Friendship



Game

WHAT YOU NEED

- Sticky notes
- Pens

A fun icebreaker game to encourage communication between the young people within your company. Leaders could also get involved in this activity to build up relationships, especially at the start of a new session when everyone is getting know each other. To find their partner, you must use yes or no questions, and this can often result in some funny answers. It will remove any awkwardness and can build up a competitive edge to see who can match their couples first.

INSTRUCTIONS

1. Before the sessions, on sticky notes write the names of people from famous duos that the young people are going to recognise such as Ant and Dec, Anna and Elsa, Buzz and Woody.
2. Stick them onto the young people's backs and encourage them to walk around and ask each other questions to find out who they are using yes or no questions.
3. Once they find out who they are, they must try and find their partner, again, asking yes or no questions.
4. The first couple to match up correctly wins. Keep playing until everyone is matched up.