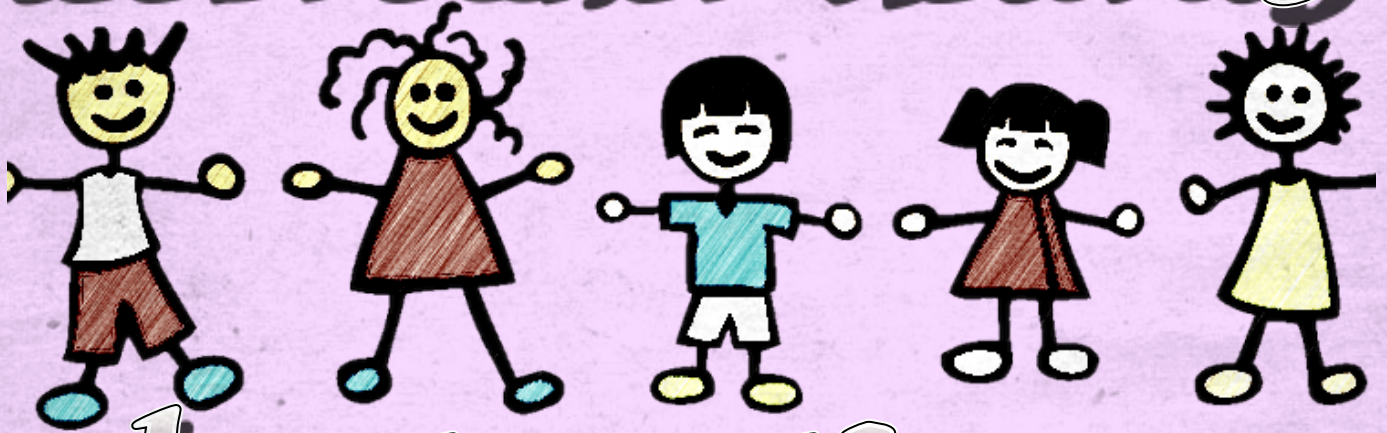


# Circle Swap

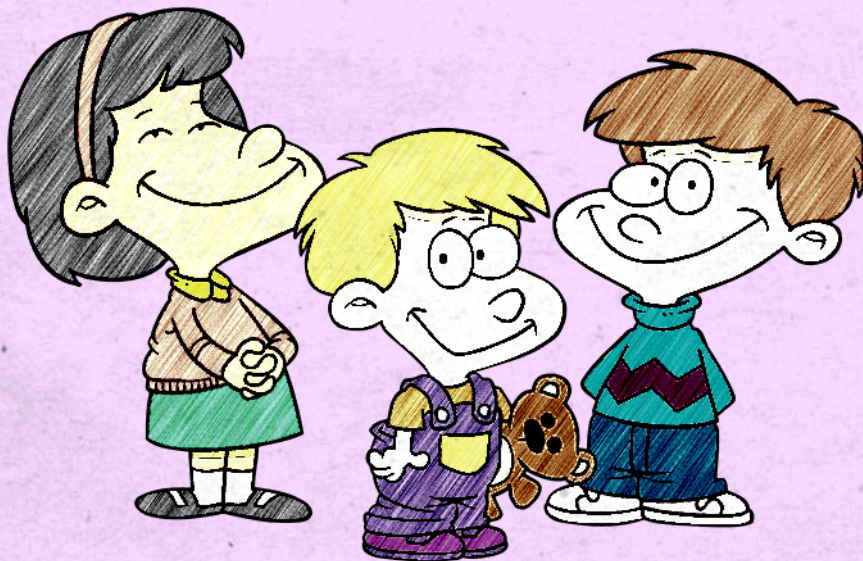
## Icebreaker Activity



## Instructions

STUDENTS START THE GAME BY FORMING A CIRCLE, WITH ONE STUDENT IN THE CENTRE, WHO NAMES SOMETHING YOU MAY HAVE DONE OR CAN DO (E.G. IF YOU OWN A DOG, IF YOU HAVE BLUE EYES, IF YOU HAVE EVER TRAVELLED IN A PLANE).

ANY STUDENT WHO CAN ANSWER POSITIVELY TO THE QUESTION CROSSES THE CIRCLE TO FIND A VACANT SPOT LEFT BY SOMEONE ELSE THAT GAVE A POSITIVE ANSWER. THERE SHOULD BE ONE STUDENT LEFT IN THE CENTRE WHO THEN GETS TO CHOOSE THE TOPIC FOR THE NEXT QUESTION.



BreakAppz



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