ICEBREAKER , ENERGIZER & GAME SELECTION CHART

Purpose(s) of Group Get to Know _____
Purpose(s) of Group Game Break 1 _____
Purpose(s) of Group Game Break 2 _____
Purpose(s) of Energizer Breaks _____

Possible Games	Purpose(s)	1. How much time does it take?	2. Appropriate to age, context & time of day?	3. Parent Standard?	4. Requires Prior Familiarity?	5. Expand vs. Exceed Comfort zone?	6. Accomplish program needs at that time?	7. Connect Students?	8. Connect with content?