Imagine, “What would happen if…?”
Then, offer your answers.

- ...animals became more intelligent than people?

Imagine, “What would happen if…?”
Then, offer your answers.

- ...people had a set number of words they could say on the telephone and, if they exceeded that, the telephone police would come after them?
Imagine, “What would happen if…?”
Then, offer your answers.

- …people did not need to sleep?

Imagine, “What would happen if…?”
Then, offer your answers.

- …the price of a barrel of water was the same as the price of a barrel of petroleum?

**IMAGINES.....**

- The imagine questions encourage active thinking
- Can be used to get subgroups to know one another
- In this case, no message for lesson
- Could be designed to enhance lesson objectives
  - Imagine...what would happen if we had no leaders
What are energizers and ice breakers?

- Activities to create an atmosphere to
  - Reduce participants' inhibitions
  - Increase participants' awareness
  - Introduce topic for workshop/session
  - Allow workshop/session begin positively

Energizer Rules

- No one is FORCED to participate
  - Encourage total group participation but anyone can refrain if too uncomfortable
  - After they see the fun, they usually come around later
- All information is CONFIDENTIAL
  - All personal information is treated with care

Facilitator Actions

- Facilitator is role model; you should participate
  - Reduces participant inhibitions
- Consider appropriateness
  - Overuse reduces effectiveness
  - Premature use makes activity seem contrived
- Practice before trying out with group
ENERGIZER EXAMPLES

INVOLVE PARTICIPANTS

- Give the group a task to complete
  - Build a model, create a list, etc.
- Assign everyone a role to play during the workshop
  - Recorder, time keeper, etc.
- Create teams and have them compete

HELP PARTICIPANTS FOCUS

- Present a problem to solve
  - How to recruit new members...
- Create a scenario for subgroups to play
  - What are bad meetings like....
- Conduct a brainstorming session
  - List all ways to raise money
KEEP THEM AWAKE

- Set up a competitive game
- Ask them to draw a picture of something significant to the group
- Get up, talk to someone they do not know

INCREASE WORKSHOP COMMITMENT

- Participants develop own ground rules for workshop
  - Start on time, breaks...
  - Subgroups develop issues important to them and pertinent to workshop
  - Set goals for year, reduce cliques
- Write out expectations for workshop on butcher paper; hang on wall
  - Learn things we can use, ...

Summary: Energizer Objectives

1. Get participants ready to learn
2. Create a spirit of fun
3. Create a cooperative atmosphere
4. Are participant-centered
Summary: Energizer Objectives

5. Consistent with session objectives
6. Congruent with participants' level of personal contact
7. Are safe
8. Last 5-20 minutes
9. Creative and not repetitious