

Snap!

Professional Development Game

OVERVIEW

The Snap! improvisation exercise helps participants become familiar with concepts that other people associate with sustainability. They may notice that different people have different ideas about what sustainability is and that it can take time to reach a common understanding.

STEPS

This game is played in pairs. It has three short rounds (see below). You can change partners each round. For each round, each person creates and uses an imaginary deck of cards.

Find a partner. Stand up and face each other. Create your imaginary deck of cards. Shuffle it and hold it in a pile.

To play, you both flip your top card at the same time and say the what is on it. Keep flipping until you both draw the same thing.

Say “Snap!” when you have a match. Play until time is up, counting how many matches you get.

The objective is to “Snap!” as many times as possible.

Round 1: The first round is numbers from 1–10. Each number can be in your imaginary deck only one time.

Round 2: The second round is animals. You can use each animal only once, but you can keep adding to your imaginary deck as you play to improve your chances of getting a match.

Round 3: The third round is words you associate with *sustainability*. Once again, you can use each word only one time, but you can mentally add new cards to your deck as you go.

FACILITATION NOTES

This activity is primarily intended for professionals who work in cultural organizations such as museums and their community partners. You can use this game in a variety of professional settings. For example, you can use it at a staff meeting to introduce the concept of sustainability and its relevance to your organization or at a community meeting as an icebreaker.



This game can be played with any number of participants. If you have an odd number of people, you can create one group of three, or you can play with the extra person.

Introduce the game by going over the basic procedure. It is helpful to have two people that know the game demonstrate how it is played for the others. Players should mimic the motion of manipulating their imaginary cards, as it helps them sync with each other.

After each round, ask how many people were able to Snap!, and how many times. Participants may notice that the game gets more difficult with each round.

DEBRIEF

After you've played all three rounds, do a quick debrief of the experience. Discuss:

- Was it easier to make a match in some rounds than others? Why do you think that was?
- What did you notice about the concept of sustainability from playing this game?

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