



CLAP, SNAP, STOMP

Category: Brain Scramblers

Length of Activity: 5-10 minutes

Ideal Group Size: Any

Themes: Collaboration, Focus, Innovation, Failure

Description: Clap, Snap, Stomp is a quick game that transforms failure into fun and helps participants laugh at their mistakes. It is an upbeat game that encourages a culture of learning, and can scale to hundreds or thousands of participants.

How to Play:

- Ideally do a demonstration first with one of the participants (ie someone who has never played this before), and talk them through it as you go. This way the group will have an idea of how the game goes when you begin.
- Get everyone into pairs facing each other.
- Instruct partners to begin counting alternately 1 - 2 - 3 over and over again.
- As they are counting (maybe give them 15 seconds or so for each level), ask them to replace the "1" with a clap, while 2 and 3 stay the same.
- Then ask them to replace the "2" with a snap, so "1" is clap, "2" is a snap, and "3" is 3.
- Then ask them to replace the "3" with a stomp, so "1" is clap, "2" is a snap, and "3" is a stomp.
- Challenge participants to go as fast as possible and watch their brains try to keep up!