Name Games/Acquaintance Activities:

Partner Introduction

Pick a partner that you don’t know and give the students time to get to know them. Let them go for a walk, but tell them to come back in about 6 minutes. Ask them their name, to find out what they want to get out of the class, and interesting or embarrassing fact, a home town or anything else you want. Having a big group and little time does not work well. Works better with smaller groups an dif you will be together for a long period of time. Build a community starting with names.

Warp Speed

Put a bean bag (or marker) down on the group and say it is the beginning of an alphabet continuum. Tell students to form a straight line, starting at the bean bag. The bean bag is the A and the end (point in direction you want line to go) is the Z. Tell them to find their place in the continuum by the first letter of their first name with out talking. Say “Do this as fast as you can, ready, set, GO!”

Make sure it is a straight line. 50-100 people it takes about 3 tries to get correct. For 30-40 people, it takes about two times to get correct.

Next have everyone in this line say their first name as loud and as fast as they can ten times. Have everyone do this at the same time. Get a stop watch and start timing when the first person says their name (have them go down the line saying their name as fast as they can) and stop timing when the last person is done. Use this first time as a reference time, and set small goes. Example: if you start with 18 seconds, say “see if we can beat 16 seconds” and go on like that.

Say something like “Because of physics, sound travels faster in a circle.” Have the group get in a circle and have them say the names again as fast as they can, trying to get faster and faster each time. Great for big groups and small amount of time.

Bippity Bopity Boop

Get the group into a circle and have one person in the middle being the “it”. They will then randomly walk up to a person on the perimeter and will say “right, left, me, or you” (they only say one). The person being pointed at needs to name the name that the middle person asked for before the middle person says “Bippity Bopity Boop”. If the person on the perimeter can’t do this, they become the middle person.

Object: stay out of the middle.
If there are larger groups, more people can be in the middle.

Bopper

Split into groups of 10-12, and have one person in the middle with a bopper. The rest of the group will form a circle (with Bopper in the middle), sitting down with their legs straight and feet towards the middle. One person starts and says another person’s name (not the bopper). That person them must say another person’s name before the bopper hits them with the bopper. If a person is hit, then they become the middle person. Give the option of changing bopper if they can’t get out.
High-Five
Each person has a different hand shake with different people.
- High-five
- Low-five
- Wisconsin (milk udders)
- Lumber Jack
- Seal
- Fresh Prince
- Top Gun
- Happy Salmon
- Helicopter
You can also introduce other partners to each other; keep them moving at all times.

Commonalities
Get into groups by yelling a commonality. Get into groups according to: favorite movie, food, TV show, color, number of siblings, month born in, etc. Get into groups and have one person introduce each member and item held in common to the rest of the group. (Make sure they introduce to each person in small group as well as the large group.)

Group Juggling
Get groups into circles and pass an object in a path that each person gets the object once and only once for each path. Before each throw, the thrower will call the name of the catcher. After you catch the object, clasp your hands to show that you have gotten the object already. Follow the same pattern and then go faster and add more objects.

Human Scavenger Hunt-
Create a handout that is age appropriate for the student and have different questions on the sheet such as “Who has been to a Cubs game?” and then everybody has to go around and ask if anybody has then that person signs their name on that question.

Flip the Bird
Everybody gets into a giant circle and you start out with one ball and underhand throw it to a person across the circle form you. Say their name when throwing it and they respond by saying thank you and your name. Then once everybody feels comfortable you start going faster and adding more balls to the circle.

Upchuck
Everybody gathers around in a somewhat of a circle and then everybody throws the ball up in the air and each person has to try and catch somebody else’s ball and it only counts if it does not hit the ground. This is a framing activity.

Elementary Animal Name Game
Get into small groups and each person picks an animal that they want to be. Then each person goes around the circle and shows their animal and you have to then repeat the animal of everybody in the group.
First Impressions
Give students a sheet of paper with a series of questions and have them get into a group of three. Without talking have the students fill out the questions of what they think their partners would answer. After a couple of minutes have the partners tell one another what they would have answered. (See attached sheet).

Favorite Food Repeat
Group forms a circle. Each person in the group states their name and their favorite food. The next person must repeat the previous person’s name and favorite food, then state their own name and favorite food. If someone incorrectly repeats a name or favorite food, the game starts over with the first person.

Stage 2- Initiatives/Deinhibitors/ Ice Breakers:
• If they don’t want to play that is ok. No apparent educational value. Find games that you like and want to teach.
• Don’t play the game(s) too long! Quit when the game is still getting fun!
• Create a sense of urgency and competition, but never recognize the winners and losers.
• Compare against another class, group, etc.
• Have a reward
• Record book (Imaginary)
• It’s all in the presentation. Do games you like. The students can feel your energy/vibe.

Full Body Stretch [Progressive]
Start with one thing at a time. Start at the top (eyebrows, eyes, mouth, etc.), and work your way down to the feet. You must do it along with the students to get them to do it. Remind student what they did before, or at the beginning. (Sometimes they forget what they did in the beginning.) Can say it is a “predictor of fun IQ.”

Monarchy
Have a big area and start with 2 people that are “it”. They are the monarch (there can be two kings, two queens or a king and a queen.) Use a large exercise ball and when you are the monarch and are holding the ball, you cannot move. You can pass the ball to the other monarch, and then hit other people running around with the ball. Once you are hit, you become part of the monarchy. The two people left then become the new monarchy and you can start the game over. You can start with one ball and add more.
Safety: Watch throwing at people’s feet.

Partner Tag
This is for a big group in a small area. Stand back to back with your partner, and pick one person to be “it”. The person that is “it” counts to 5, while counting the other partner tries to hide. After counting to 5, the “it” person tries to tag their partner. The partner is trying to get away from the tagger by using the other people in the group as blockers. If tagged, that person has to spin around five times repeating the phrase, “I’m it”. Then switch roles and play again.
Variations include, having them do “Cyclops Tag”, having the group weenie walk, or during the role switch the new “it” person must sing “Row, row, row your boat” or some other song.

**Cyclops Tag**
Have everyone get a partner. One person has “it” and the other person tries to get rid of “it”. Both partners need to keep one eye closed and cup the hand into a telescope to look out the other. Play the game in a very small area. Everyone has to weenie walk.

**Good Guy/ Bad Guy**
Secretly identify a good guy and a bad guy. You move around a given area trying to keep your good guy between you and the bad guy. The key is to do it in a small space.

**Ready Aim Fire**
Get into partners and have one person blindfolded. Person with the blindfold is the thrower and must cup their elbow with their non-throwing hand. You can’t get closer than 6 feet away from a person to hit them. Use foam (soft) balls and the more ammo, the better. The seeing partner will guide the blindfolded one and put ammo in their hands. They will then say “Ready, Aim Fire!” and the thrower will throw the ammo. At the end of the game ask how many hits they each had. Play for about 3 to 5 minutes.


**Eye Tag**
Get into groups of about 10-12. Have them get into “ready position” and look at their toes. Say “1,2,3” and then on “3” everyone looks up at someone else in the group. If they are looking at each other, they have to throw their hands up and make a loud noise, and run to a different circle.

**Piggy Back Circle Relay**
Get into partners and form circles with 10-12 pairs, and begin with one partner on the other’s back. Say “1,2,3, GO!” The person jumps off the other’s back and crawls through their legs and runs around their partner (counter clockwise) 3 times. Then they run around the entire circle one time. Once they return to their partner, they crawl through their legs again and jump on their back. Once they jump off their back, the other person jumps on and they start over. The direction they go (counter clockwise) is very important for safety)

**Smog’s’ Jewels**
Have the group form a large circle. Pick two people to guard the 2 jewels (can be any object.) If someone comes in the circle to get the jewel and they are tagged by either of the two guards they must freeze where they were tagged. (If they have an object guard gets to put it back.) You can’t throw the jewel out, it must be walked or ran out (can be handed off), of the circle. Facilitator can say “all those that have tennis shoes on go”, or “if you were born in January or March you can go”. They then try to get the jewels out of the circle without being tagged.
Speed Rabbit
Person is the “bopper” in the middle of the circle. The turn in the circle and randomly point to a person on the outside of the circle and says: “Elephant” (two side people are the ears and the middle is the trunk), “Tree” (middle person puts hand up in the air, and the two side people are branches), or “Jello Bowl” (two side people make ring around the middle person and the middle person dances.)

Boppity Bop Bop
Similar to speed rabbit in that person in the middle randomly points to someone on the outside of the circle, and before the “it” person says “boppity bop bop” that person has to say “bop” before they finish their phrase. If the do, then person in the middle continues, if not, they become the new middle person.

Killer
Secretly pick one person to be the killer. They must be alone with the killer and show them a sign below the waist in order to have them die. One at a time can be killed. The person who is killed must wait to die 2-5 minutes after being killed.

Finger Tag
Get a partner and shake hands with each other starting with the dominant hand. Have a trial for 30 seconds max and the two take their pointer fingers and try and touch the other person someplace on their body. Then switch partners and do it again, eventually switch to the non-dominant hand.

Elbow Tag
Have a small area marked off and link elbow and somebody is going after you and you have two people hooked at the same time.

Toilet Tag
Have two people picked to be it. You then have everybody else run around in an area and those people have to try and tag you and if you are tagged you become a toilet. The only was to be freed is for somebody that is freed to come and flush you. The object is to get everybody to become toilets.
Hospital Tag
Everybody is it in this game and you try and tag everybody around you. Wherever a person is tagged they have to touch the spot that they were tagged in. Once the person has been tagged three times they sit and wait. This game should only be about 30 seconds.

The Glut Scoot
Have the group split up into two equal teams and have them stand in a line behind the starting point. Then have them all sit and they have to wrap their legs around the person’s waist in front of them and the front person can use their legs and the back person can use their arms. Everybody else just scoots and the team has to get to the finish point using this technique. The target should only be 10 to 15 feet away.

Tractor Role
Have a group and have them all lay face down on the ground. Then you will have the person at the end cross their arms and have them role over the whole group and then lay face down when done. The next person wants to go right after the other person and the group wants to get from one point to the next.

Blindfolded Mouse Trap
Have everybody get a partner. Then you and your partner get a mousetrap and a blindfold between the two of you. Then try a test on releasing the mousetrap. Then one person will be blindfolded and the other will instruct that person on how to release the trap. Then switch jobs after one person has done it.

Striker
This is a group game of soccer. Split the group into two teams. Played just like soccer with the exception that teams must use their hands, not their feet. Game is played with multiple beach balls depending on size of the group. Set playing area based on size of group with goals at each end, and striking of the beach ball can only be done below the waist.

Balloon Relay
Get into teams of three or four. Everyone grabs a balloon and gets into a single file line. One person at a time blows up there balloon and lets it go. Once the balloon lands, the next person inline blow up there balloon and lets it go from the spot where there teammates balloon landed. Continue this process until the entire team reaches a predetermined finish point. Finish the game with making all members of the team sitting down and all of them are making there balloons squeak at the same time. Safety: Latex allergy.

Boop
Keep the balloons in the air by hitting them up with your hands. You can not hit the same balloon in a row.

Fire in the Hole
Pop the balloons with a partner with no teeth.
Pair Squared
Walking with a partner and try to tag another team of two. Then a team of two becomes a team of four and they try and tag another team of four. The four becomes eight and they try and tag another team of eight. Variations, Blob Tag (premise the game as the “it” people are part of an ever growing Blob), use of bobbers for the two outer most people of the ‘it’ group.

William Tell
Team of three tries to shoot a noodle through a hula-hoop as many times as they can in three minutes. Rotate positions between the shooter, the collector of the noodles, and the holder of the hula-hoop.

Quail Shoot
Two to three people in the middle of a group circle. Everyone on the outside of the circle has a soft toy. Facilitator commands group to throw their toy in the air in the direction of the two to three people on the inside of the circle. The group in the middle attempts to catch as many toys as they can. Switch people that are in the middle of the circle. See what group of people can catch the most toys.

Dress up
Divide group into smaller groups. Using only the props they have available to them, they must come up with the best costume. Judges (Facilitators) decide what type of costume groups must come up with, i.e. Bride & Groom, Best Halloween Costume, Best Cartoon Character Costume. Groups only have a limited time to develop costumes.

Junkyard
Divide group into four smaller groups. Each group has their own circle (hula hoop). In the middle of the four group circles there is community circle, the “Junkyard,” filled with different props, “Junk”. Different props have different point values (i.e. purple toys = 5 points, green = 10 points, etc.). Groups must get the “best junk” back to their circle. Groups can take “Junk” from the middle circle or other groups’ circles.

Giants – Wizards – Elves
Equivalent of a group game of, Rock – Paper – Scissors. Divide group into two teams. Each group must collectively decide what the group will represent, either giants, wizards, or elves. After deciding what they will represent groups stand face to face about 8 feet apart (use of lines, or some visual boundary is very useful). Facilitator will give command for groups to show their selections. Giants smash wizards, wizards cast spells on elves, and elves bite giants ankles. The losing group must get back to safe zone (again visual boundaries helpful) before being tagged by the winning group. If a member of the losing group is tagged they then become a part of the winning group. Variation, Bear – Salmon – Mosquito.

Twizzle – Walk – Freeze – Jump
Group forms a big circle. Judges in the middle of the circle. One head judge (this can be the facilitator for the first round) starts the game by having every take oath not to cheat (“Raise your right hand, and repeat after me. After me, After me…..I promise not to cheat” so on and so
forth). On the judge’s command group walks around the circle. Judge can then command the following actions: “Twizzle” = individuals perform a 360° jump, “Walk” = individuals continuing walking, “Freeze” = individuals must freeze where they are, and “Jump” = individuals perform a 180° turn. Individuals must perform actions without faltering or wobbling, if they do they become a judge looking for others to falter or wobble. Last people remaining become judges for next round. Only head judge can command, but other judges can imitate to try and catch people off guard.

Wizards and Gelflings
1-3 students are wizards (with a foam sword). The rest of the students are gelflings trying to evade the wizards. Every time a wizard touches a gelfling with their foam sword the gelfling is frozen. Other gelflings must dance and sing in a circle around frozen gelflings to unfreeze them.

Scaffolding Rock Paper Scissors
Looser must follow the winner and cheer them on (support group). Game continues until only one winner is left.

Castle Ball
Separate students into teams, can have several teams if the class is large. The must make a castle out of hula hoops. The object is to knock down everyone else’s castle while keeping your castle erect. Each team can distinguish roles; ex. builder, thrower, retriever.

Ha!!
This is a human domino game. Students must lay down facing the ceiling with the back of their head on another student’s stomach. One student yells ha and the other proceed to do the same. Students must try to get through everyone without laughing. Start with small groups and progress to one large group.