

## Don't Forget My Name!

1. Students will make a large circle (with chairs or sitting on the ground).
2. All students should sit with the exception of one person. The one person who does not have a chair stands in the middle of the circle. This person is considered "stuck".
3. The person who is stuck is holding a ball (or other soft object).
4. He or she says their own name and then calls out someone's name and sets the ball in the center of the circle on the floor. (ie. "I'm Joe, I call Kate!")
5. Everyone has to quietly find a new seat by walking quickly and safely. No one is allowed to take the seat to his or her immediate right or left!
6. The person's name that was called rushes into the center to pick up the ball.
7. Once the ball is picked up, this person should quickly scan the room to see if someone has not yet found a seat.
8. If everyone is sitting down, he or she is stuck and a new round begins. (ie. "I'm Kate, I call Peter!")
9. If people are still scattering, the person who is in the center holding the ball can call out another name of someone who hasn't yet found a seat. That person would then come to the center and pick up the ball.
10. When students find a new seat, they stay in that seat until the round is completely over.
11. A round is considered to be over when someone picks up the ball in the center and everyone is in a seat.
12. The person in the middle is considered "stuck", and at this point, the next round begins and a new name is called.

## Name Pass

1. Students will make a tight circle (standing or seated).
2. One student will hold a ball, say their name loudly, and pass the ball to the right.
3. Everyone will do this at least one or two times, with the goal of teaching everyone each other's name.
4. Now, the person with the ball must say the name of the person to whom they are passing the ball. If the name is not said correctly, the ball should not be passed.
5. If a whistle is sounded, the ball should quickly switch directions.
6. The goal is to get rid of the ball as soon as you get it.
7. Once students feel success, add more balls to the game.
8. All balls will be traveling the same direction at any given time.
9. The ultimate goal of the game is NOT to be stuck with two or more balls. If you're caught with two or more, you will do 5 jumping jacks and enter back into the game.
10. If you accidentally drop the ball, you will do 5 jumping jacks and enter back into the game.
11. Have students change seats throughout the game so they can leave many names.
12. If your group is large, make two teams.

