

Getting To Know You



Ice Breakers & Games

HOW TO PLAY ANY GAME

1. Review the rules of the game
2. Play a practice round in 'slow motion'
3. Start playing at regular speed
4. Quit while everyone is having a good time. If you do, they will be excited to play it again. If you stop when everyone is bored, they won't like the game again.

WHAT ARE YOU BRINGING TO CAMP?

The idea behind this game is to name an object you are bringing to camp that begins with the same letter as the first letter in your name. However, do not tell the students this. Seat the students in a circle. Beginning with the teachers, say "My name is (name) and I am going to bring (name an item that begins with the first letter of your name) to camp." (Example: My name is Susan and I am going to bring a sleeping bag to camp.) Continue around the circle in the same manner until the children catch onto the pattern. If they answer in an inappropriate way (i.e. the item does not begin with the first letter of their name), a teacher will say "I am sorry, but you may not bring that item to camp." If they answer correctly, say "That will be the perfect item to bring to camp." Continue around the circle until the pattern is recognized and everyone is on target. It is also fun to clap hands and knees in some kind of rhythm while doing this activity. If there are students who do not catch on after a few tries, give them as many hints as possible without giving away the trick.

FACT FIND

Preparation: A list of 20 facts for each person. People should all be given the same list, with a space for writing a name after each fact.

Example Sheet:

Hates chocolate: _____

Got an A in math: _____

Likes country music: _____

Does not like Jonas Brothers: _____

Has a cat: _____

Can't swim: _____

Everyone is given a list of facts. The object is to find a person who fits each fact. Each person may only be used once. Give the students 5 - 7 minutes to find people to fill in their list. Time is called when someone gets all slots signed or when the time is expired. The winner is the person that has the most slots filled. Be sure to check for accuracy and have the winner read their answers.

TWO TRUTHS AND A LIE

In small groups or as a large group, each student shares three interesting things about themselves. Two of the things are the truth and one is a lie. The group has to guess which one is the lie. Have a teacher go first and be creative. Where you were born, awards received, pets, etc.

For Faster Game: one truth and one lie!

PEOPLE BINGO

Preparation: Develop a bingo card for each person. See example on back of packet.

Directions: The object of the game is to get a "Bingo" (horizontal, vertical, or diagonal). No name may be used more than once in a winning row. The game can be played with all the cards alike, with different facts, or with the same facts in different order on the cards. Be creative. It is important when someone shouts "bingo" to have that person read the names and facts in the winning row.

LET'S PLAY DETECTIVE (similar to Fact Find)

Hand out a Clue Sheet to each student. Go over the statements on the sheet, and then ask the students to find a quiet spot where they can fill in the blanks in statements such as

- "My favorite hobby is _____."
- "When I grow up, I want to have a job as a _____."
- "The most fun thing I did all summer was _____."

Preface this activity by telling the students that this will be one of the few times this year that you *don't* want them to put their names on their papers. As the students finish filling out their Clue Sheets, each picks up the sheet and a book and joins the teacher on the rug for a class meeting. They hand the sheets to the teacher and read quietly while the rest of the class finishes the task. Then introduce the activity. Hand an anonymous Clue Sheet to each student. If a student ends up with his or her own sheet, we make some switches.

Tell students, "I want to see whether you're good detectives." Then invite them to move around, asking questions of their classmates, narrowing down the list of "suspects" until they find the one person who matches all the clues they hold.

Note: If it's a nice day, you might move this activity outdoors. Set up boundaries -- the basketball "court" -- if that isn't carrying the detective-suspect theme too far! -- for example, or the base paths on the ball field. When all the students have located their "suspects," each student takes a turn introducing the guilty party, telling others in the class a little about that boy or girl.

STATISTICAL TREASURE HUNT

Divide group into teams of equal numbers, if possible. Give each team a pencil and a copy of this game sheet. Have each team appoint a captain who gets information and a scribe who records it. Set a time limit. The team with the most points at the end of the allotted time wins.

1. Counting January as one point, February as two points and so on, total the number of birthday points in your group (use months not years).
2. Counting one point for each different state named, total the score for the different number of birth states represented by those in your group.
3. Total the shoe sizes of your group (one foot only).
4. Total the number of broken bones that your group has experienced.
5. Total your hair color score (black counts 2, brown counts 3, blonde counts 4, red counts 5, any hair that is colored with highlights or artificial color counts 1).
6. Score one point for every person in your group that owns a pet.
7. Add the total number of musical instruments played by the group.
8. Add the total number of different sports played by your group.
9. Score one point for each different school attended (home school counts as a school).

What is your team score?

DICE DETAILS

Depending on the size of the group, leave as one big group or break up into smaller groups. Give each group one die and a sheet with the questions, or write them on the board. Every person of the group will roll. The question answered is the number rolled.

Roll 1: What is the one class you absolutely love?

Roll 2: What are two radio stations that you listen to?

Roll 3: What are three words your friends would use to describe you?

Roll 4: Name four foods that you couldn't live without.

Roll 5: What are your top five favorite movies?

Roll 6: Name six places you would like to visit.

CONTINUUM

The ideal group size is about 6-10 people. If you have more people, divide them into two or more groups. Then pick a theme and have the group arrange themselves in order creating a continuum. Give them enough time to sort themselves out before moving to the next continuum. Always remember that the purpose is to get them talking and learning things about each other. The goal isn't to create as many continuums as possible. Start with something simple like age, hair color or height. Then move on to more interesting topics like east-west by location of birth. Or try some of these ideas:

- according to the rainbow, by their favorite color
- months of the year by birthday
- time they woke up this morning
- the number of hours since they last watched TV
- the number of books they read this month

Create your own ideas based on the reason the group has gotten together. At a summer camp with a drama theme, ask the kids how many plays they've been to in the last six months.

Try to choose continuums where being at either end is not about accomplishment. You might want to ask players on a new hockey team how many years they've played hockey, but not how many goals they scored last season. In a school classroom, you wouldn't ask the kids to arrangement themselves by how many 'A' grades they got last year.

At the end of the game, everyone should be having fun and learning something about the other people in their group.

COMMON LINK

Divide the children into groups of three, as they come into the room. Each group has to come up with 5-10 facts that are common to everyone in the group. After about 5 minutes, gather all the groups together and share the 5-10 facts. For each fact that the group has that no other group has, they get a point. So if two groups had a dog they wouldn't get a point for that. The team with the most points wins.

This gets much harder with more people.

SNOWBALL ACTIVITY

Students write on a piece of paper three things about themselves. Then they crumple the paper up into a 'snowball' and have a one-minute snowball fight. At the end of the minute, everyone grabs the closest snowball and has to try to find the person who wrote it. They then introduce that person to the rest of the group, sharing the three facts.

POPCORN

Everyone mills around in the playing area, you could be moving to music, or whatever, so long as people are mixing around.

The leader then calls out a number and an object. Participants quickly form groups of that number, then use their bodies to make the object. For example, "2, rocking chair!" and you'll suddenly see pairs forming themselves into rocking chairs.

Once everyone has made their object and has been suitably congratulated, then it's time for more mingling and the next object!

Some guaranteed hits:

- washing machine
- hot air popcorn popper
- toaster
- car
- piano
- waterfall
- old oak tree
- eagle
- elephant

You can always end with "Everyone, roller coaster!"

Variation

Each time the players form a group, it must be with new people. Make sure everyone introduces themselves. Once they have formed 4-5 objects, then start the second phase. Call out the object again. They have to find the same group and recreate their object.

NAME TAG 2

Materials: 3 x 5 card, tape or safety pin, fine point markers.

Ask each person to write their names in the middle. In each corner, they need to write something about themselves. Draw a diagram on the board, so they can see what you are asking them to provide. Have participants put on name tag. They should find someone who has an answer that is exactly the same for one corner, and as close to an opposite for another corner.

One thing you do best	Your favorite color
NAME	
Picture of an animal you are like	One way to show respect

Possible questions

Favorite candy bar, tv show, thing to do after school, subject in school, Mass to go to, song, sport, prayer, priest, saint, season, time of day, meal, snack, etc.

- * Two words people say about you
- * What you want to be when you grow up
- * Place you would like to go

Introduce game: Let's see how much we have in common

Need: Chairs in a circle (1 less than the number of people playing)

In this game, one person should be standing in the middle of a circle of chairs—with all chairs occupied. The person in the middle should say 'My name is _____ and then a sentence about themselves.' Everyone who is also described by the statement must quickly move to sit in another chair (and can never sit in the same chair again.) One person will be left without a chair. They are now in the middle.

Sample sentences:

I live in Flower Mound.

I am wearing sandals.

I like math.

I have jeans on.

I like macaroni and cheese.

I am a Catholic.

I was born in Texas.

I have brothers.

My mom is a volunteer.

I have blue eyes.

Review Games

PASS THE CHICKEN!

Introduce game: What do you know? Let's find out.

Need: Rubber chicken (request from RE office)

In this game, nobody wants to hold the rubber chicken -- the game's only prop! To begin the game, all students sit in a circle. Select one person to be It. That person holds the rubber chicken. The teacher or a "caller" says to the person holding the chicken, "Name the 7 sacraments. Pass the chicken!" As soon as the caller says, "Pass the chicken," the person holding the chicken passes it to the right. Students quickly pass the chicken around the circle. If it returns to the original holder before he or she can name sacraments, the holder is still It. Otherwise, the person holding the chicken when It finishes listing seven sacraments is the new It. You should prepare the topic cards for this game in advance. Topics can relate to your curriculum or be general information topics. The student who is It must name the number of items in the called-out category in order to get rid of the dreaded chicken!

It is o.k. to mix up church and secular topics

Some Suggested Topics (topics below are for all age groups)

- 7 Sacraments
- Prayers
- ?# parts of the Mass
- ?# vestments
- ?# vessels
- ?# saint statues in our church
- ?# books in the Bible
- catechist names
- ?# names of children in the class
- 4 gospels
- ?# candy bars made with chocolate
- ?# large bodies of water
- ?# cities in Texas
- ?# states
- ?# birds
- * 10 commandments
- * words in the Our Father (no repeats)
- * something you did in RE last week
- * priests at St. Ann
- * deacons at St. Ann
- * 3 sacraments of Initiation
- * 2 sacraments of healing
- * 2 sacraments of service to the community
- * ?# Books of the Old Testament
- * ?# Books of the New Testament, not Gospels
- * ?# blue items made by God
- * ?# brown items
- * ?# food that has chocolate in it
- * ?# brands of soda
- * ?# colors of vestments

?# means whatever number you choose-- like 5 books of the Bible

This game can be easily modified with topics and number of items required.

MAKE SURE TO RETURN THE RUBBER CHICKEN TO THE OFFICE!

CHAIN REACTION

Introduce game: What do you know? Let's find out.

Need: black or wipe board, paper and pencil

You can easily adapt this game to many areas of the curriculum. The teacher writes a category on the chalkboard -- foods, for example. Each student writes the letters A to Z on a sheet of paper. The students have five minutes to create an alphabetical list of as many foods as they can think of. Then the game begins. The first student must tell the name of a food. The second person must give the name of a food that begins with the *last* letter of the food given by the first person. The third person must name a food that begins with the last letter of the second person's food and so on. One at a time, students are eliminated.

Other possible categories: cities; songs; things in nature (for older students, animal names or plant names); people's first names (for older students, famous people's last names or, more specifically, authors' names).

It is o.k. to mix up church and secular topics.

Some Suggested Topics

- Hint: these need to be broad topics so as to be able to use many words
- Words said in a prayer (*ask which prayer*)
- Things we see inside the chapel
- Things we see inside the church
- Something we would find at our parish
- Books from the Bible
- Saints
- Also, look at list of topics for game above
- TV shows
- Words in the commandments
- Something from the time of Jesus
- food
- items found in nature
- etc.

B	I	N	G	O
Likes Math	Plays Soccer	Doesn't like the Cowboys	Plays an instrument	Listens to Country Music
Has a brother	Goes to a different school	Goes to 10:00 Mass	Does not live in Coppell	Hates pizza
Is an Altar Server	Is wearing red	Has been on a plane	Goes to your same school	Been to a Ranger Game
Born in the Fall	Likes Peanut Butter	Lived in another state	Has a pet	Has never broken a bone
Owens a Teddy Bear	Takes dance lessons	Knows how to skate	Likes to read	Has brown eyes