

NAMES IN ACTION

TIME 10–30 minutes

THE GAME Ask players to introduce themselves to the group, one by one, by pairing each syllable of their name with a fun motion as they say their name out loud. (For example, Crystal has two syllables in her name, so she puts her hands on her hips when she says *Crys* and bobs her head with *tal*.) The group responds to each person by repeating the name with the same action to affirm the person and learn the name for themselves. As each new person introduces herself or himself, ask the group to also repeat each previous person's name and action.

VARIATION (*for the brave, bold, and those who want to have fun!*) After everyone has introduced themselves to the group, play a dance music compilation and call out names of group members at random. Everyone dances to the motions of each name as you call it out.

ASSET CATEGORIES

Support, Empowerment, Constructive Use of Time, Social Competencies

SLAP, CLAP, SNAP!

TIME 20–50 minutes

THE GAME Gather the group in a circle. Teach the group a steady rhythm to repeat the entire game. For example, slap thighs twice, clap hands twice, and snap fingers twice—once with the right hand and once with the left. Let the group practice: slap slap, clap clap, snap snap. Instruct participants to pause briefly between each movement to keep the beat steady and not too fast.

Once the group masters the rhythm and movements, appoint a starting person to say his name on the first snap and someone else's name on the second snap (or also point their snapping fingers at the person whose name they're calling). The person whose name is called must then say her name on the next snap and add someone else's name to the follow up snap, keeping the rhythm going.

Tell the group that the goal is to continue the pattern without changing, stopping, or missing a beat. If a player fumbles and says her name on the wrong beat or fails to call another name, she moves to another spot in the circle to help ensure that players are really learning names and not simply matching a name with a spot. Play can continue indefinitely.

ASSET CATEGORIES

Support, Empowerment, Constructive Use of Time, Social Competencies

TOSS-A-NAME

TIME 10–30 minutes

SUPPLIES

› Tennis or soft rubber ball (1 ball per group of 8–12)

THE GAME Divide players into small groups of 8–12 people, providing a ball for each group. Designate a leader for each group and instruct leaders to kick off the game by saying their names and passing the ball to either side. Continuing in order around the circle, each person is to say his or her name before passing the ball to the next player. Once the ball makes its way back to the leader, the leader may call anyone's name and gently toss the ball to that person. Players continue passing the ball to anyone, as long as they call a person's name before tossing the ball.

After several successful rounds, ask for volunteers (three or four) from each circle to change groups. Begin the ball toss again. After several minutes, tell everyone they can move at any time to any group. After the chaos of leaving and joining groups, have the groups form one large group and see who can name all the players in the circle.

ASSET CATEGORIES

Social Competencies, Constructive Use of Time, Support, Empowerment