

# Name Games

## GROUP JUGGLE

Ask your students to form a circle. A soft ball is passed around the circle with each person making eye contact with and saying the names of the people next to them while handing him/her the ball. Students are told to make sure they remember the people who are standing on both sides of them. Then, the students all switch places. The ball is now tossed underhand from person to person, keeping the original order of the circle which has not been mixed up. Once the group can complete the pattern comfortably, a second ball is tossed in after the first ball is halfway through the pattern. The object is to not drop the balls or get confused with more than one ball being through at a time. More and more balls can be added. As the group gets better, consider adding in some different throwables. Rubber chickens work well, as do fleece balls.

## INSTANT REPLAY

Have children form a large circle. One person starts by moving a few steps into the center and announcing his name while performing whatever movements and gestures he chooses. For instance, one might skip into the center and perform a ground sweeping wave of the hand, proclaiming to all, “Andy,” and then skips back to his place in the circle. That is the signal for everyone else to do exactly as he did, in unison, mimicking him in both deed and word as closely as possible. Repeat the procedure until all players have had a chance to introduce themselves.

An additional variation: Have a player move into the center and announce a word that describes himself (funny, smart, fast, etc.).

## YOU'RE IN THE SPOTLIGHT

Have the group form a circle, sitting down, with one player in the middle holding a flashlight. Make the room as dark as possible by closing curtains and turning out the lights. The person in the middle puts the flashlight on the floor and gives it a spin. The person who is in the spotlight when the flashlight comes to stop must introduce himself and tells the others one thing about himself. That person then goes to the middle and becomes the next spinner. Toward the end of the game, player's may simply point the light at someone that hasn't been introduced.