Beyond differences

Student Activity Cards

Learning Names

Getting to Know Each Other

Working Together

Group Fun

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Alliteration Introduction

1. With everyone in a circle, a player starts the game by introducing himself by making a gesture and using alliteration with an adjective and his name to describe himself, e.g., “I’m wonderful Wendy” or “I’m smart Steve.”
2. The next player points to the first player, repeats the previous player’s name, attribute and gesture, and does then introduces herself the same way.
3. This continues until the first player has another turn, and says every other player’s gesture, attribute and name.

Name Toss

1. Arrange the group in a circle.
2. One person starts off by saying the name of someone else in the circle, and tossing a ball to her.
3. That person then in turn says the name of someone who has not yet received the ball, and tosses the ball to him.
4. This continues until everyone has received the ball once.
5. The objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until the game is completed without a drop.

You can increase the speed of the ball and then add a second one to keep things moving!

Requirements: A ball

Peek-A-Who

1. Split the group into two equal teams.
2. Each team sits behind one side of a sheet or blanket held up between them, so that players of one team can't be seen by the other.
3. Each team sends one team member to the sheet or blanket wall. Everyone else waits behind her or him in a line.
4. On the count of 3, drop the sheet or blanket. When the sheet is lowered, the individuals facing the sheet (now each other) shout out the name of the person across from them. The first person to say the name of their challenger wins. The loser then moves to the winning team. The game ends when everyone is on the same side.

Once everyone knows everyone else's name, add another detail, such as their favorite color, artist or band. At the end, instruct everyone on one team to stand up … see if the other team can say everyone's names as quickly as possible!

Requirements: sheet or blanket

You, Me, Left, Right

1. Have the group form a circle with the facilitator in the middle of the circle serving as the first caller.
2. Ask the participants to introduce themselves to the people directly on their left and right sides. Explain to the group that the person in the middle will point to someone in the circle and say either "you" "me" "left" or "right" and then count to five.

   "You" is the person being pointed at.
   "Me" is the caller.
   "Left" is the person to the left of the person being pointed at.
   "Right" is the person to the right of the person being pointed at.

3. The person being pointed at must correctly name the person called before the caller gets to five. If the player succeeds, the caller moves to a different player of the caller's choice. If the player does not succeed, she becomes the new caller.

Silent Interviews

1. Divide the group into pairs. Try to create pairs who don't know each other well.
2. Ask the participants to introduce themselves to their partner.
3. Tell the group that from this point forward, speaking is not allowed. This includes whispering, mouthing words, and making sounds!
4. Inform the group that they must tell their partner, without speaking, three things about themselves, similar to playing charades. The three things cannot be physical characteristics.
5. Once all of the partners have finished miming to each other, call everyone back into a circle.
6. Ask each pair to verbally introduce their partner to the group, including the three things that they learned (or think they learned).

The Toilet Paper Game

1. Ask each player how many squares of toilet paper they want, but don't tell them why. Set a limit from five to 50.
2. Count out the toilet paper squares and give each player the requested number.
3. Repeat until all the participants have desired amount.
4. Go around the room and have each person say one thing about themselves for each square until they are finished. Everyone should say their name as the thing they share for the first square.

Requirements: A roll of toilet paper and a group of participants with really good attitudes!

Beach Ball

1. Use the beach ball provided in your Beyond Differences package for this fun "getting to know you" game.
2. Take a Sharpie and write down between eight and 10 introductory questions all over the ball. Some examples include:
   - If you could have a superpower, what would it be?
   - Describe your ultimate birthday party.
   - What three animals combined would you be?
3. Once you have written the questions on the ball, have everyone stand in a circle.
4. Toss the ball to someone in the circle and have him answer the question his right thumb lands on.
5. Keep throwing the ball and answering the questions until everyone has had a few turns.

Requirements: The beach ball provided in your Beyond Differences package and a Sharpie

Birthday Line Up

1. Have the group get in a line.
2. Tell them they must, in silence, get in birth date order. You can substitute height or the first letter of their name for birth date.
3. Debrief with the whole group on what made this activity more or less challenging. Did someone take the lead? How did the group communicate?

Bunny

1. Get everyone in a circle.
2. Have one player become the body of a bunny by holding both arms in front of their chest, elbows touching rib cage, and letting hands hang.
3. Have the players on both sides of her become the ears of the bunny by waving a hand next to the middle player's ears.
4. All three say "bunny bunny bunny" together, until the first player pretends to toss a bunny to another player in the circle. This player becomes the bunny body, and his neighbors get to do the ears.

Play this game at a high speed. Having everyone say "bunny bunny" gives a nice energy boost.

BUNNY VARIATIONS

1. Play in slow motion
2. Players can create a different object, as long as they invent a sound along with it. Try:
   - a car with two wheels and a set of windshield wipers, saying "vroom vroom"
   - a cow with an udder and two horns, saying "moo moo"
   - a washing machine, with two players building a box with both arms, and the middle player waving her arms in a circle in front of her. All say "rumble rumble"
   - an elephant, with two big ears and a trunk, making an elephant sound (if you don't know what an elephant sounds like, just invent a sound).

Concentration

1. Everyone sits in a circle.
2. One person is designated as the leader and he/she sets the pace for the rhythm, as fast or slow as desire. The rhythm for the game is slap, slap (on the knees), snap, snap (one on each hand, right, and then left).
3. The leader begins the rhythm and says his/her first name on the first snap and the name of someone else in the group on the second snap. (There is no speaking during the slaps. The names MUST always be said on the two snaps.)
4. The person whose name is said must respond on the next set of slaps and snaps by saying his/her own name and then someone else's on the first and second snaps, respectively.
5. If the player does it correctly, the game continues. If the player does not do it quickly enough, he/she moves to the seat to the right of the leader and the rest of the group moves up a seat, toward the leader's spot, to fill in the seats.
6. The object of the game is to get to the leader's spot and learn everyone's name.

Hog Call

1. Divide players into pairs and have each pair think of a compound word (e.g., peanut butter, fire truck, jelly fish).
2. One person agrees to be the first part of the word (e.g., “peanut”) and the other person is the second part (e.g., “butter”).
3. Pairs go to opposite ends of a field and are blindfolded.
5. They must find their partner by calling out only their word and listening for their partner to respond with their word.
6. Go around first and make sure there are no duplicate words. Tell players that when they seek their partner, there is no running!

Requirements: blindfolds for all players

Human Sculptures Game

GUESSING GAME VERSION

1. Divide players into groups of equal numbers.
2. Give a pen and pencil to one person on each team who will act as the team's leader.
3. The facilitator announces a category (e.g., famous movies, famous songs, famous books).
4. Have each group brainstorm about an idea that fits the topic and then have each team leader write the idea on a sheet of paper.
5. The facilitator confirms that all of the chosen ideas are appropriate.
6. Have each group take turns creating a sculpture of their idea using their bodies. Every member of the group should form a part of the entire sculpture.
7. After a predefined time limit, the group freezes in their sculpture's positions.
8. Each of the other teams is allowed two guesses about what the sculpture is.
9. The group whose guess is closest to the actual sculpture subject wins.

Human Sculptures Game

NONCOMPETITIVE VERSION

1. Announce that the group will participate in a "human sculpture" activity.
2. Ask players to create their own interpretation of a category suggested by the leader. Some examples:
   - A topic related to specific subject matter learned in the classroom
   - An important event or experience
   - An important event in history
   - A famous scene from a movie
   - A line from a famous song
3. Have each group take turns creating a sculpture of their idea using their bodies. Every member of the group should form a part of the entire sculpture.
4. The leader can demonstrate first, to help put the players at ease, especially those who might be reluctant to act out.

Band-Aid Tag

1. Choose one person to be “it.”
2. Each time someone is tagged by “it,” the person who got tagged must hold their hand (which we’ll call the “band-aid”) on the spot where they were tagged. The game then continues.
3. When someone runs out of “band-aids” (on the third time they get tagged), they are frozen until two other people come over to them and “operate.” (The “operation” is when two people tag the frozen person at the same time and count to five.)
4. The game continues as long as it remains exciting and fun.
5. Be sure to often switch the person who is “it.”

Celebrity ID Game

1. Write the name of different famous people or characters (e.g., Tom Hanks, Mickey Mouse, Derek Jeter) on labels. Prepare enough for each player; don't let them see the labels!
2. Sticks one label on each person's back.
3. Have all of the players mingle, introduce themselves with their real name, and then ask each person they meet "yes" or "no" questions to gain clues about the name on their back.
4. When a person correctly identifies the name on their own label, he or she removes the label and continues to mingle.
5. The group leader can decide when to end the game.

Follow Your Nose

1. Have everybody mill around the room and shout out the name of a body part.
2. Have players then start moving around as if they are led by that body part.
3. Continue with another body part.
4. End the game on a really silly note by having the players move as if they are being led by an internal organ.

I Love My Neighbor

1. Have the players form a circle with one person in the middle.
2. Place Post-it notes, backpacks, or pieces of paper to mark the spot of each person in the circle. The place for the person in the middle should not be marked.
3. The person in the middle says, "I love my neighbor because they _____." They can fill in that blank by saying, "are wearing blue," "have blonde hair," or whatever they choose.
4. Everybody in the circle who is, for example, wearing blue gets up and moves around the circle to the next available place marker (e.g., Post-it note) where no one is sitting.
5. The person who does not find a marker to sit on goes in the middle and becomes the next caller.

Requirements: Enough of an item (such as Post-it notes, backpacks, or pieces of paper) to mark the spaces of every player in the game.

Protector/Defender

1. This game is a great warm-up for a group of seven or more people.
2. Each player picks one person to be their bodyguard and a different player to be their assassin.
3. The players shouldn't say out loud who they have picked.
4. Once the game starts, everyone tries to protect themselves from their assassin by trying to keep their bodyguard between their body and their assassin.
5. After several minutes of chaos, have everyone reveal their assassin and their bodyguard.

Ro-Sham-Bo Championship

1. If players don't know how to play rock-paper-scissors, teach them.
2. Divides the group into pairs.
3. Have each pair battle simultaneously for one round of rock-paper-scissors.
4. Then have every winning player find another winning player to battle in the next round.
5. All of the losing players stand behind the player who defeated them and becomes their cheer squad, chanting their name as they battle their next opponent.
6. Encourage the participants to cheer loudly and remind them before you play that the real winners are those who play fairly and have fun.
7. Play continues in this fashion until the group is divided in two with half the group behind one player chanting their name and the rest behind the other remaining player chanting their name.
8. When only one player remains, he/she is declared the "Ro-Sham-Bo Champion."