

Name Games

ADJECTIVE NAME GAME: The group is formed in a circle, and each group member is required to think of an **r** adjective that describes him/her AND rhymes with the individual's first name. Each group member will amplify their new creative name, and the rest of the group will repeat that name and all the names of the previous people.

BLANKET NAME GAME: Have your group divide itself into two groups. Tell them to sit on the floor facing each other. Hold up a blanket between the groups so that each team can not see the other. A member of each team is quietly selected to move up to the blanket. On the count of three, drop the blanket so that each of the selected members are facing each other. Whoever says the other person's name first, wins. Whoever loses goes to the other team.

CONCENTRATION: The rhythm for the game is slap, slap (on the knees), snap, snap (one on each hand (right, then left) Group sits in a circle One person is designated as the leader, and he/she sets the pace. The object of the game is to get to the leader's spot. The leader begins the rhythm, and on one set of snaps says his/her name on the first and someone else's on the second (the names **MUST** always be said on the two snaps). 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. If the player does it correctly, the game continues. If the player does not do it quickly enough, that player must move 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. Game continues until group has learned names well. The pace can be as fast as desired'.

GROUP JUGGLING: The group **starts** in a circle formation. The leader of the group will begin with one object in hand (i.e. a small ball). The leader will ask one group member to repeat their name, and then the leader will gently toss the object to that group member. The group member will reply "Thank you, (the leader's name)!" The leader will reply by saying, "You're welcome, (the individual's name)!" The object will continue around the circle in the same manner, making sure everyone has received the object, until the object ends up in the hands of the original leader. **NOTE:** During the first round, once a group member has tossed the object, have them cross their arms to prevent repetition. The same pattern will start again with the leader adding more objects. Once an object has been dropped, the pattern starts all over with the first object. **NOTE:** The leader should mix up sizes and shapes of objects (i.e. a rubber chicken, toilet paper, etc.)

LINE DANE: This game is a variation of the Motion Name Game. Can be played with group of any size. Best if group has more than 10 members. Game begins with group lining up shoulder to shoulder. One member starts off the game by doing a motion across the line (to the other end of line) and saying his/her name at the same time. The group responds by saying, "Hi _____!" The game continues as each member goes across to the other end of line. Once that is complete, the group pairs off with person next to them and they do a motion together (and say both of their names) to get to the other end. Group goes in twos until complete. Depending on size of group, individuals then group in fours, sixes, etc ... then in half, and then whole. The group works together to pick out a motion and should say each name as they get to other end. Game continues until the whole group is working together. Good game to use to show the power of individuals coming together as a team.

MOTION NAME GAME: Have everyone stand in a circle. Anyone can begin the game by saying his/her name and demonstrating a [physical] motion to go with it. When the person is done, the entire group repeats the name and the motion. Then, the second person (on either side of the first) introduces him/herself and does a motion. The entire group repeats that name/motion and then the first name/motion. This will continue until each person has given their name and done their motion, and the entire group has repeated everyone's name and motions.

NAME TAG MANIA: Participants are given a name tag and a magic marker. They are asked to print their name on the upper portion of the name tag and then to draw three objects that represent that they are on the bottom portion of the tag. After completing the activity, participants are then asked to share their names and what they drew on the tags. (i.e. My name is Jess. I drew a sailboat, a dolphin, and a paint brush.)

WHOMP 'EM: One person is the "Whomp 'Em Master." That individual stands in the middle of circle with the "Whomp 'Em Sword." (Could use Styrofoam tube or rolled up tube of newsprint, etc.) The rest of the group sits in a circle with legs out toward center of circle (leaving enough room for person standing in middle) The object of the game is for the "Whomp 'Em Master" to get stuck in the middle of circle. Someone starts off the round by saying the name of a member of the group. The Master must "Whomp" (hit) the legs of that member, before that member says the name of another member. The game goes on until the Master hits an individual before that individual can say another person's name (can not repeat name that has been said in round already.) When the Master succeeds in "Whomping" an individual, that individual becomes the new Master. Quite crazy ... but loads of fun! Best if played following another name game, so individuals have a sense of each other.