

## **Seed Activity – Name Chase**

**Name:** Mark Bolduc

**Core subject:** Bright Idea – Learning the other students' names

**Art practice or principle:** Movement

**Age group:** 4+

**Curriculum Target / Bench Mark:** (give exact wording and reference where it is in the curriculum document you are using.)

1. **Standard 6: Voice:** All students will learn to communicate information accurately and effectively and demonstrate their expressive abilities by creating oral, written, and visual texts that enlighten and engage an audience.

### **References:**

1. *Michigan Curriculum Framework* (posted on Blackboard)
2. <http://www.activityvillage.co.uk/ice-breaker-games>

### **Collective Values points (creativity wheel):**

- I am able to try new things
- I can use things I have already learned to help me

### **Learning outcomes (Is this introducing an idea or reviewing an idea?):**

1. This is reviewing to see if the students know each other's names.

**Duration:** 10 – 15 minutes

**Materials:** None

### **Description:**

1. The children sit around in a circle, facing each other. One child is chosen to be "it" first.
2. That child who is "it" stands up and walks around the outside of the circle tapping each child on the head and saying their name, with prompting if necessary. At some point when he taps a child on the head he will say the name of the group instead (the class name, Scout, Brownie, Daisy etc). The chosen child must now jump up and chase the first child around the circle, trying to tag "it" before he can sit down in their place. If he succeeds, "it" has another go. If he fails, he takes over as "it".

### **Extension 1:**

- Instead of using first names, the students can use their shirt colors, or the last names of their classmates.

### **Extension 2:**

- Instead of just chasing the first child around the circle, they could include other types of movements, such as slithering like a snake, crawl like a bear, hop like a bunny, etc.