

## **Seed Activity – The Name Game**

**Name:** Mark Bolduc

**Core subject:** Bright Idea – Asking questions to figure out who you are

**Art practice or principle:** Movement

**Age group:** 8+

**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 – 20 minutes

**Materials:** Some small sticky notes (post-its) and a pen

### **Description:**

1. Write the name of a famous person or character on a sticky note for each party-goer. Characters can be dead or alive, fictional or non-fictional, real or "cartoon". Making sure that the player can't see it, stick the note to their forehead.
2. When everyone is named, expect a lot of giggling to start with! Then the players mingle and walk around the room asking the sort of questions that can be answered by "yes", "no" and "not applicable" to try to work out who they are.

**Example:** (The character is "Hansel" from Hansel and Gretel)

1. Am I a girl?
  - a. No
2. Am I alive?
  - a. No
3. Am I handsome?
  - a. Not applicable
4. Am I in history books?

- a. No
- 5. Am I old?
  - a. No
- 6. Am I famous?
  - a. Hmmmm. Yes, I suppose so.
- 7. Am I real?
  - a. No
- 8. Am I a film character?
  - a. No
- 9. Am I in story books?
  - a. Yes
- 10. Am I Pinocchio?
  - a. No
- 11. Am I nice?
  - a. Yes
- 12. Am I clever?
  - a. Yes
- 13. and so on..

Hints:

1. Choose your names carefully so that all the players will know the characters and be able to answer the questions. You can use characters which are particularly appropriate to the situation, such as the children's teacher or even the name of the party child.
2. Be prepared to give hints if necessary. We used the example above recently and the child was completely stuck. In the end I suggested that the character had a sister who was just as famous as he was, and a wicked stepmother, and the correct answer was guessed.
3. If you prefer you can pin a larger piece of paper on each players back rather than use sticky notes. This may be better on a hot day or when the children can't be trusted to keep their sticky note on their forehead!

**Extension 1:**

- Use famous "pairs" (such as Prince Charming and Cinderella, Sherlock Holmes and Dr Watson). People not only have to guess their own identity but find their partner. You will need a much bigger number of players for this to work, as it becomes too

easy to look at other people's names and just ask straight out if you are their opposite number.

**Extension 2:**

- You could also use movie characters or television characters for show that the students like to watch at home or have seen.