



Class Ideas for Organization and Learning Names



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Avoiding “Loser”

By: Chris Wilson

Many teachers try to avoid the term losers in a game situation in order to make students feel better. First and second place, gold and silver, winners and non winners all come to mind.



Cutting Players from Teams

By: John Byl

Recently I was at a meeting and we were discussing creative ways of not cutting players from elementary school teams--after all we want to encourage activity and participation not discourage it. We discussed several creative solutions we had hear about, such as:

1. Everyone who signs up for a team makes it (and plays equal time) but of the five sports offered by this school students could only play on two of the sports.
2. Everyone who signs up goes to tryouts. A minimum level of competency is expected. All players who pass the competency "skills test" go to a tournament hosted by several schools. The players are divided up between the schools (some schools will bring 3 players, others will bring 33 players) and a fun tournament is had by all.



Do Not Eliminate

Idea #1: by John Byl

- In elimination games just have players eliminated do one lap of the court and return to play--let's keep everyone active all the time.

Idea #2: by Chris Wilson

- You could also have two games going at once and simply have eliminated players join the other game.



Getting to Know Student's Names

By: John Byl

At the beginning of the school year you and the students will need to learn each other's names. I know of at least nineteen games that help in the process.

I. Students pass a ball (or wrapped up scrap paper ball) to each other. When passing the ball they say their name and the name of the person they are passing the ball to.

A. Variation: This could also be done with numerous objects going in many different directions. Rubber chickens work great for enjoyment. A rolled up (clean) sock works great if you are trying to go faster and faster. This could also be done with numerous objects going in many different directions. Rubber chickens work great for enjoyment. A rolled up (clean) sock works great if you are trying to go faster and faster.

II. Have five different students lead a different warm up exercise. "My name is John Byl, and I will lead you in 10 jumping jacks."

III. Play any tag game. When a student is tagged they must report to the teacher, tell the teacher their name, and they are free again to participate in the tag game. For subsequent tags they need to say their name one thing about themselves.

IV. Name memory. Have one person say their name. The next person says the first person's name and then adds their own. The third person says the first person's name, then the second person's name, then adds their own

V. Name recipe. Give each person a recipe card and have them write one word about themselves which begins with the same letter as their name. For example, "John" writes "jovial", or "Betty" writes "basketball." Participants sit in a circle and one by one say their name and their term. Participants toss their recipe card into the middle and 2-4 volunteers place the recipe cards in front of the right people.

VI. Sitting in a circle they say their name and then introduce the person to their right and left and you can add one thing the person likes to do. i.e. My name is Nancy and to my right is Betty and she likes to dance and to my left is Greta and she likes the band Green Day. You can do this in rows in a class room by introducing the persons in front behind and to each of their sides.

VII. Students pass a ball (or wrapped up scrap paper ball) to each other. When passing the ball they say their name and the name of the person they are passing the ball to.

VIII. I have spent an entire day with the same students trying to get them to learn each others name. There was a TV show a few years ago called "Dog Eat Dog" and I structured my day around that game. The game had contestants(students) that would compete against each other. I



would play a round of a learning name game similar to John's suggestions and then do a "Dog Eat Dog" round. The students would vote for one person to compete. The two with the most votes would go head to head in name recognition games for elimination. Can be played as one large game with everyone in the class or in rounds with smaller groups of 4-6. After elimination do another learning game then a recognition game. Continue until you have a winner that "knows everyone in the class "

IX. Stand facing a chair with hands on the back. (Another student sits on chair for stability) Go around the room and point at all the students one at a time. Competing students must name the children you are pointing at (Alternate) If they make a mistake the chair moves forward one tile. Continue until one falls.

X. Stand on two desks. On a wrong name move the tables out one tile until one student falls. Don't forget to stabilize.

XI. Spinning tops. On a wrong answer you spin once. Second wrong answer spin twice... Continue until one topples. Have students stand around them in a circle to catch and save.

XII. Add last names to any recognition game

XIII. Drop the curtain. Split the class in half and have them sit behind a blanket held up. Each team brings one person to the blanket and you drop the blanket. First person to say the name wins. Loser switches teams.

A. Variations: Sit backwards and team helps without saying name. Stick your foot through and ques from shoes. etc

XIV. Name Tag Switch. Each person gets a name sticker. You must switch with another person without talking until you all have the right name tags.

A. Variation: Count the number of switches and try to improve. You may only switch with the person on your tag by your approach or if you are approached by the person with your tag. I.e You can not seek out your own name, it must come to you.

XV. Order Up. Pick five or more names and they need to place them in the same order. Could pick names from a hat. First person to get it correct wins.

XVI. Seat switch. Have a few students switch seats while players are blindfolded or out of room. First person to figure them out wins.

XVII. Hangman. Students name students that teacher points to. Wrong answer means spot on hangman. Continue until one loses.

XVIII. Another name game that we played at AAS-Moscow is Name Chain Tag. Decide on 3-4



"taggers ". When a person is tagged they must join the chain and introduce themselves, they then "huddle "as a chain and decide who will be their next "victim ". The kids LOVED it!

XIX. Have each person come up with an adjective to describe him/herself that begins with the first letter of their name. For example, happy Hannah, joyful Judith, Mischievous Matt, Caring Charis... Then go around the room and each person must say each person's description and name before them in order and then add him/herself to the list.



5 Name Games

1. Students pass a ball (or wrapped up scrap paper ball) to each other. When passing the ball they say their name and the name of the person they are passing the ball to.
2. Have five different students lead a different warm up exercise. "My name is John Byl, and I will lead you in 10 jumping jacks."
3. Play any tag game. When a student is tagged they must report to the teacher, tell the teacher their name, and they are free again to participate in the tag game. For subsequent tags they need to say their name one thing about themselves.
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5. Name recipe. Give each person a recipe card and have them write one word about themselves which begins with the same letter as their name. For example, "John "writes "jovial ", or "Betty "writes "basketball. "Participants sit in a circle and one by one say their name and their term. Participants toss their recipe card into the middle and 2-4 volunteers place the recipe cards in front of the right people.



Find Someone Who: by Steve Bilba

Is born in the same month as you.

Has a different religious belief than you.

Has about the same size foot as you.

Has the same number of siblings as you.

Speaks a language different than English.

Is the youngest sibling in their family

Same colour hair

Wears glasses

Likes the same TV show as you

Likes to sing



Fun & Active Name Memory Game

By: John Byl

Players stand in a circle facing each other.

The first person says their name accompanied by some kind of physical movement. I might slowly exclaim "Jooo-hnn" while I take a big step forward and back. Everyone follows by saying my name and doing the physical movement.

The next person beside me says my name and does the appropriate action, as does everyone else, then exclaims their name "Jenn-i-feer" and accompanies that by an action, perhaps a V step with a hop back (Step forward with the right foot at a 45 degree angle, then the the left foot, then hop back in starting position). Everyone follows by saying the Jennifer's name and doing the accompanying physical movement.

The next person repeats, as does everyone else, the previous two people's names and actions, and then introduces their name with an accompanying action.

Continue till everyone has been introduced.



Name Game By: Hannah Braam

1. Have each person come up with an adjective to describe him/herself that begins with the first letter of their name. For example, happy Hannah, joyful Judith, Mischievous Matt, Caring Charis ... Then go around the room and each person must say each person's description and name before them in order and then add him/herself to the list.



Group Line-Up Activities

By: Steve Bilba

Line up according to:

- your height
- how tired you feel
- how much homework you still have to do this weekend
- the number of different countries you've visited

Where Do You Live?

Create a map to show where you live relative to the school and relative to each other by standing around the compass.

(Use a scale like 1 km = 1 m).

Think and Share your Thoughts

In what ways are you the same as some of the students in the group?

In what ways are you unique?

How can this activity be adapted for children?



Horsengoggle

By: Chris Wilson

This is a german method of selecting one person from a group (To determine an it). Everyone stands in a circle and the leader calls out one, two three, horsengoggle. Much like RPS everyone pumps fist each time. On "horsengoggle" everone throws out zero, one or two fingers. Add up the total and count that many from a starting point to find the person that will be it.



House League Prizes

By: John Byl

I've seen various prizes from watermelon and a pizza party to more active events such as giving the winning house a free gym time just for their house during a noon hour or afternoon time slot.



Improper Attire Ideas

By: Milena Trojanovic

STUDENT NAME:

CLASS PERIOD:

PE TEACHER:

DATE:

NON-PARTICIPATES CLASS REPORT AND OBSERVATION SHEET

Directions: During the class period that you miss answer the following questions by observing the activities that occur during your PE class. You will need to use the back of this sheet to record some of your answers.

1. The reason I did not dress out or participate today is:
 2. Is this your first time not dressing out? (YES or NO)
 3. How many other students in your class did not dress out or participate today? _____.
Indicate where the class took place today _____ (indoors/outdoors).
 4. On the back of this sheet write down the warm-up and stretching activities that were done during, the beginning of class?
 5. Today in class we are learning about this activity _____ (indicate Name of activity, skill, etc).
 6. Does the skill or game seem easy to learn? Explain in your own words why or why not?
 7. Pick one person to watch in class. Do not indicate their name. Describe what they were doing. During the class. Record your notes on the back of this sheet.
 8. On the back of this sheet, write a short paragraph about what you know about this skill or game. Tell about strategies and/or skills involved in the activity, if you have played it before, your like/dislike for the activity.
 9. Name at least 3 sports or activities that are related to this activity.
 10. What are some things you can do next time so that you can dress out and participate in class?
- ** MAKE SURE YOU SIGN AND GIVE THIS SHEET TO YOUR TEACHER****

Student Signature:

Teacher Signature:

Forum Ideas:

Another Option: by Rodney Kooy

I have a bin of extra gym uniforms (shorts and school t shirts) and some shoes that I have rescued from the lost and found over the years. The students that don't have their own phys. ed. uniforms have to wear a "loaner" outfit. They must return the clothes to me at the end of class. I try to wash the loaners at least a few times a year.



Separating the Class into Teams

1,2,3,4, I Declare a Thumb War!

By: Chris Wilson

Okay, so we are trying to separate the class into two teams. Find a partner and determine a fair way to send one player to one team and the other player against them.

#1 Thumb War - winner & loser!

Birthday Split

By John Byl

Players whose birthday is on an even day go to one side and the players with a birthday on an odd numbered day are on the other side.

RPS

By Chris Wilson

Rock Paper Scissors: Winner on one team, loser on the other.

5 ways to select groups

<http://expateducator.com/2011/09/27/classroom-management-quick-student-groupings/>

Hair:

By: Chris Wilson

Find a partner: Longest hair on one team, shortest on the other.

Index Cards:

By: John Byl

Use index cards with participant names on them. Shuffle and distribute in appropriate number of piles (groups).

<http://www.physicaleducationupdate.com/public/328.cfm>

Themes:

By: John Byl

Use themed colours or pictures.

<http://www.lessonplanspage.com/pethematicwaytopickteamsideak5-hm/>

Partner Up:

By: Chris Wilson

Find a partner, Partners find partners, Quads find quads,.....continue until there are two groups.



Winks, Blinks, and Belly Laughs

By: John Byl

Ask each member of the group to choose a number between one and five. When meeting other members of the group in the first round, they should wink (with one eye) at each other. If the other person winks the same number of times, they are part of the same group, and link arms and go to find the rest of “their people.”

In the second round, participants choose a new number from one to five, and this time, belly laugh to find their partners. Participants place both hands on their stomachs, and “ha” the number they have chosen until they find “their people”.

One of the interesting side-effects of this activity is that it encourages non-verbal communication and eye contacts. For variations, try any of the following possibilities, snapping fingers, clapping hands, humming different notes or various tunes, head bobs or foot taps.