

NAME ACTION ADJECTIVE

MATERIALS |

None

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OBJECTIVES | The objectives of this activity are to learn each other's names and to learn interesting facts about each other while having fun together.

FACILITATOR INSTRUCTIONS |

Ask participants to stand or sit in a circle

Invite each person to think of a verb or adjective that describes something about themselves *and* begins with the same letter or sound as their first name. They should then think of an action they can do to symbolize that verb or adjective.

- Example: "My name is Shayla, and I like to Shimmy" (verb: shimmy; action: doing a shimmy)

Invite the first person to introduce themselves with their name, adjective/verb, and action. Next the person directly next to them will go and so on. Each new person must introduce all the people who went before them, using their name, adjective and action, starting with the first person and ending with themselves.

- Example: "That is Shayla, she likes to shimmy (student shimmies); That is Dave he likes to dance (student dances); I am Mimi and I can merengue (student merengues)"

If people forget someone's name, action, or adjective others in the circle can help them. You may want to say: "The game is to see if we can get everyone's name as a group. So if someone is having a hard time jump in! Help them! We are all a team here, so let's work together!"

DEBRIEF QUESTIONS |

- How did it feel to do this activity?
- What did we learn about each other in the process?
- How did we treat each other when we were doing this? Were we kind?

NOTES |

ACCESSIBILITY: This activity can be done seated or standing



SUPPORTING MEDIA |

<https://www.michiganlearning.org/icebreakers-and-name-games/>