

NAME WARP SPEED

MATERIALS |

a ball that is easy to catch

OBJECTIVES | The objectives of this activity are for participants to learn each other's names and build community by having fun together.

FACILITATOR INSTRUCTIONS |

Ask participants to stand in a circle.

Explain: "This is a game to help us learn each other's names and to begin interacting as a group. When the ball is thrown to you, say the name of the person who threw you the ball, then say the name of someone else and throw the ball to them. Each person touches the ball only once, so you cannot say throw the ball to someone who has already gone. We stop when the ball goes back to the first person who threw it. We all lose if the ball touches the ground. And remember the order of who threw to whom as we will repeat this pattern more than once."

- First round: the ball gets passed and people say each other's names.
- Second round: repeat this process. Facilitator should record the amount of time it takes to get the ball around the circle in the same order.
- Third round: try to get the ball around the circle in the same order as fast as possible without saying each other's names.
- Fourth round: repeat one more time and see if you can beat your speed

DEBRIEF QUESTIONS |

- How did it feel to do this activity?
- How did you communicate in different ways to improve your speed?
- Did knowing you were going to get more chances matter in how you felt?
- How did you treat each other when you were doing this?



SUPPORTING MEDIA |

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

NOTES |

If you drop the ball, it's just more fun!

ACCESSIBILITY: This activity may not be appropriate for groups in which there are participants who have mobility disabilities.