

Pass the High Ten

- **Players:** Whole class.
- **Formation:** Standing in a circle.
- **Description:** Everyone must stand with hands down by their sides. One person has the “high ten” in their hands and turns to face a person next to them. About when they make eye contact or just when they are facing each other, they clap simultaneously. Then, that next person has the high ten and turns to pass it on. After it has been passed around once and everyone has the hang of it, begin to time the group. Encourage people to move around, jump into a different part of the circle, and reverse it.



Circle of Champions

- **Players:** Whole class.
- **Formation:** Standing in a circle.
- **Description:** First round: Each person says their name while raising their right hand and waving. Second round: Individual still waves, but is quiet – everyone else says their name.



The Wind is Blowing

- **Players:** Whole class.
- **Formation:** Each person grabs one poly spot, forms a large circle and then stands on their spot
- **Equipment:** Poly spots or other spot markers
- **Description:** One participant stands in the middle of the circle (“the wind”). The “wind” then says, “The wind is blowing for _____” (and adds a descriptor) (e.g. “The wind is blowing for everyone who owns a dog”). Those participants who match the descriptor must run to a new space while the wind is going to one of the open spots. The participant with no space is the new “wind.”
- **Rules:** Students cannot move to a space directly beside their spot.

The Name Game

- **Players:** Groups of 6-7.
- **Formation:** Each group standing in a small circle.
- **Equipment:** Beanbags and balls.
- **Description:** Begin sitting, get to know all group members' names and then stand once you know them all. Provide each group with one beanbag. Establish a pattern for passing – you cannot pass to the people directly beside you. Begin slowly and then get quicker – as fast as you can. Use a name before you pass and make eye contact. Reverse the order. Add in a second bean bag. Add in a ball (3 items total).

Psychic Handshake

- **Players:** Minimum of ten.
- **Formation:** Scattered.
- **Description:** Decide on the number of groups you want (e.g. groups of 4), and then ask each group member to think of a number (1 through 4). The goal of the task is to get into a group with all the same numbers by shaking hands with other group members. No talking or otherwise communicating. Rule: when shaking hands with someone...as soon as you have done your number of shakes you must immediately draw your hand away. Must shake simultaneously. Game is over when everyone thinks they are in the correct group.
- **Extensions/Adaptations:** Same set-up – blindfolded.



Negative Space

- **Players:** Groups of 5-7.
- **Formation:** Ask each group to form a line behind a start line and number themselves 1, 2, 3, etc.
- **Description:** On “go”, instruct the number 1s to run out about 15 feet (or designate line) and pose in a unique position. On the next call, instruct the number 2s to fill the ‘negative space’ in 1’s pose. Continue in this way until all the numbers are called and each group is in a team pose. Call 1s again and they must repeat the cycle again. Students must remain posed until their number is called. The group must be posed in a way that can be supported; no teammate should fall over.
- **Extensions/Adaptations:** Take either an imaginary or real photo of each team pose at the end of each cycle. Reverse the order or call the numbers out in random order each round so that the students do not know when they will be called.