



Category: Name Game

Age Group: Any age

Duration: 5-10 mins
depending on the number of students

OBJECTIVE:

In this name game students get to know each other's names through their own Groovy Greetings. This name game encourages students to express their individuality and creativity through personalised greetings, enhancing their confidence and promoting a sense of community and inclusion.

MATERIALS:

- A spacious area and a group ready to enjoy and have fun.

STEP BY STEP GUIDE

1. CHOOSE A GREETING:

- Instruction: Explain to the class that they will each choose a greeting. Suggestions include: Hello, Good day, Howdy, Why hello, Hola...
- Demonstration: Show an example by saying your greeting followed by your name (e.g., "Howdy, Ian!").
- Practice: Allow each student to say their chosen greeting followed by their name.

2. CREATE AN ACTION:

- Instruction: Explain that each student will come up with a simple action to complement their greeting.
- Remind them to keep actions manageable for everyone to replicate (no cartwheels or splits).
- Demonstration: Share an example action for your greeting (e.g., a big gesture with hands above the head for "Howdy" and a finger-click for "Ian").
- Practice: Give students a moment to think of their own actions, encouraging creativity while ensuring simplicity.

3. PRACTICE GREETINGS (SKIP FOR MIDDLE AND OLDER GROUPS):

- Individual Practice: Give students time to practice their groovy greetings with their actions.
- Encouragement: Move around the room, offering suggestions on how to make their greetings more dynamic with their voices and actions.

4. GROUP SHARING :

- Have everyone gather in a circle.
- Go around the circle, having each student perform their greeting and action while the rest of the class repeats it back.
- Repeat this process three times, increasing the speed each time to add excitement.
- Inform the class that they will use these greetings throughout the term. Emphasise the importance of remembering each other's greetings, as they will greet classmates with their respective greetings when they see them for the first time.

5. PAIR INTRODUCTIONS:

- Pair Up: Have students pair up (label them A and B). If the class is large, use A, B, C, and D.
- Introduction Process:

Person A says their greeting and action.

Person B repeats it.

Then Person B says their greeting and action.

Person A repeats it.

- Movement: Allow students to walk around the space while calling out who's meeting whom (encouraging interaction).

6. OPTIONAL FOLLOW-UP ACTIVITY:

- Throughout the class, randomly call on students to demonstrate their greetings to keep the energy high and reinforce memory.

TOP TIPS!

Encourage Creativity: Motivate students to choose unique greetings and actions that reflect their personality, fostering self-expression.

Show Personality Through Movement: Highlight the importance of expressing individuality with actions that reflect each student's unique character.

Focus on Fun: Create a playful and relaxed atmosphere to ensure everyone feels comfortable and enjoys the activity.

Reinforce Memory: Repeat the greetings multiple times as a group to help students remember names and actions.

ACTING ACHIEVEMENTS

Expressing Character Through Movement: Creating unique greetings helps students explore how movement can convey personality and emotion, a key aspect of character development.

Enhanced Group Connection: Interacting through playful greetings strengthens ensemble chemistry, vital for collaborative performances.

Improved Memory and Repetition Skills: Practicing and recalling greetings enhances the ability to memorize and repeat lines or actions, essential for acting.

Building Confidence in Performance: Sharing personal greetings and actions in front of peers fosters confidence in presenting ideas and performing publicly.

Have fun with it!

