

Getting to Know You Games



Would You Rather?

I am sure you've heard of this one! This game has become quite popular, so it makes a great icebreaker game for even young kindergarten students.

Busyteacher.org suggests lining students up in two lines with each facing each other. They will then give their answer to the person they are facing, which gives everyone a chance to answer each question. At the start of the game, you can come up with would you rather questions but then after some time, encourage students to come up with different questions for each other. After a few turns, have one line move down so students can interact with a new partner.

Wipe That Smile Off Your Face

Try not to laugh!

- The girls sit in a circle and the leader chooses one person to start the game.
- That person smiles their widest, biggest, cheesiest smile at everyone else in the circle, trying to make them laugh. However, they must be silent, and cannot pull faces or be silly, all they can do is smile.
- For every person in the group who laughs at their smile, they receive one point.
- After they have smiled at everyone in the group, they 'wipe' the smile off their face with their hand and 'pass' the smile to the next person in the circle.

Story Circle

Sit the girls in a circle and start a simple story with a few sentences. Each girl takes a turn adding a sentence to the story, building upon what the previous girl said. Continue going around the circle, with each girl contributing to the story. This game encourages creativity, listening skills, and storytelling abilities.

Friendship Web

Sit in a circle and have each student hold a ball of yarn. They say their name and one thing they like, then toss the yarn to someone across the circle, creating a web of connections.

Imaginary Ball

- The girls sit in a circle. The leader shows the girls an 'imaginary ball'.
- Describe how you are holding it in your hands!
- Pretend to 'pass' it to the person next to you. They pass it to the next person, and so on.
- This activity really encourages eye contact and cooperation.
- If they get good at passing the ball, you can extend the game in any of the following ways:
 - Bounce the ball to the person next to you
 - 'Throw' the imaginary ball to a person across the circle. Say their name, throw it to them, and pretend to catch it.
 - Pass some other imaginary things – like a feather, a balloon, a lead weight, and whatever else you can think of

Telephone Game

The primary aim of the Telephone Game is to relay a message from the starting point to the end of the line as accurately as possible. The game provides a fun way to highlight how easily information can become distorted when passed through multiple people, offering a practical lesson in clear and effective communication.

How to Play the Telephone Game

Playing the Telephone Game is simple and straightforward. Here's how it works:

1. **Arrange Players:** Have all players sit or stand in a line, close enough to whisper but not so close that others can overhear.
2. **Create a Message:** The first player thinks of a sentence or phrase.
3. **Whisper and Pass:** The first player whispers the message to the person next to them, who then whispers what they heard to the next person, and so on down the line.
4. **Final Reveal:** The last player in the line says the message they received out loud.
5. **Compare:** Finally, compare the original message with the final version to see how much it changed!