



Self-Management

ABOUT CENTER FOR THE COLLABORATIVE CLASSROOM

The Caring School Community (CSC) program is a nationally recognized, research-based program for grades K–6 that builds classroom and schoolwide community while developing students’ social and emotional (SEL) skills and competencies.

Teambuilder, Rhyme Name Game

By: The Caring School Community

Rhythm Name Game

Lesson Purpose

Students:

- Learn one another's names
- Listen to one another
- Speak clearly

The Lesson

1 GATHER IN A CIRCLE

Explain that today the students will sit in a circle and play another game to help them learn one another's names. Remind them that earlier this week, they learned how to walk to the rug and sit in a circle. Review your expectations for how they will move. (For example, "When I point to your table, you will quietly get up, walk to the rug, and sit on your bottom around the edge of the rug.")

Have the students move to the circle. If necessary, have them return to their desks and practice the procedure again until they are able to move in an orderly way.

Materials

- Space for the class to sit in a circle



Have a student volunteer model how to move to and sit in the circle before having the class move.

2 PLAY THE RHYTHM NAME GAME

Explain that the students will continue to learn one another's names by playing a game called the "Rhythm Name Game." Begin clapping a simple 1-2-3-4, 1-2-3-4 rhythm. Encourage the students to join in. Once the beat is established, demonstrate the chant using your name.

CHANT: "Say your **first** name **loud** and **clear**.
We'll say it **back** so we **all** can **hear**."

YOU: "[Midge]!"

CLASS: "[Midge]!"

Once the students have learned the chant, have them practice with you. For example:

TOGETHER: "Say your **first** name **loud** and **clear**."



"We'll say it **back** so we **all** can **hear**."



STUDENT: "Bonnie!"



CLASS: "Bonnie!"



Class Meeting Lessons

Explain that the students will go around the circle and take turns saying their names. Ask and briefly discuss:

Q How will you make sure everyone will be able to hear your name?

Remind the students to listen carefully when other people say their names. Start the game and go all around the circle.



Vary the chant by using snaps or knee slaps instead of claps. Make the activity more challenging by changing the rhythm to add last names.

3 REFLECT ON THE ACTIVITY

Ask and briefly discuss:

Q What did you like about today's activity?

Q If you are not able to hear others when they talk in the circle, what can you say to your classmates?

Have two or three students share with the group.

Let the students know they will continue to learn one another's names and get to know one another better through Teambuilder activities.

Explain how you would like the students to move from the circle. Adjourn the activity and have them return to their seats. If necessary, have them practice the procedure until they are able to move in an orderly way.