

## Grades 5-6 Get acquainted/Group building games

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## Clothespin Tag

Have each person clip 3 clothespins to the left side of their shirt or dress. Explain that the object is to move the clothespins from the left side of your shirt to the right side. The way to do that is to go to a person they don't know and exchange information that answers the category the leader has called out. Once each person has shared, they exchange clothespins and clip that color clothespin to the right side of their clothing.

The object is for each child to end up with one clothespin of each color on their right side and none on their left. As people join the game, leaders will need to repeat colors but try not to repeat a category!

Clothespins are color coded so teachers can call out a color and a category. For example:

**Red** = favorite (color, food, sport, exercise, etc)

**Green** = more personal (someone you admire, something you are proud of)

**Yellow** = places you may go.

## Tangled web.

Take a ball of yarn and have your whole class get into a circle. Start by saying something about yourself that nobody in the class knows. Then holding the end of the yard throw the ball of yarn to a student. They name something that nobody in the class knows and holds the end nearest the ball of yarn and throws the yarn to another student. Each student shares something that nobody knows about them and throws it to a different student. You then have a web of yarn. Each student then one at a time takes their hand off the piece of yarn they are holding and they will see how the tangled web starts to fall, which demonstrates team work.

## Shoe Scramble

Have kids place their shoes in the center of the room. Have them form a circle around the shoes and sit down. Have children count off by threes. On "go," all the 1's find their shoes without using their hands. Have the 1's each find someone to help them put on their right shoe then find a different person to help them with their left shoe. Kids can never touch their own shoes. Have them return to the place in the circle and sit down. Repeat the process with the #2's and #3's.

Ask: How did you feel during this activity? How did you feel when someone helped you? When you helped someone? When we help others, how does the attitude of the group change?

## **Island Game**

Supplies: large pieces of paper or carpet squares to act as the “islands” Contemporary Christian Music and technology to play it.

Tell your group: “Your vacation has ended as the cruise ship you were on has just been grounded on some sharp rocks. Luckily there are several beautiful islands easily accessible by your life raft. Go to an island then listen for more directions from your crew.

- Get to know the people on your island. Find out what gift or passion each person has that will be helpful to the people on your island as you may be here for several days.
- Announce: “The captain invites everyone back to the ship for the last meal before the galley is closed. Move away from your island until the music stops then find your way back to an island.”
- You may now be with people you didn’t know before.... Introduce yourselves and share one thing you miss when you are away from home.

(You can add all kinds of open ended questions to help peers become acquainted.)

Example: Share your favorite Ice Cream flavor, your favorite book, favorite Bible Story, a talent you are working to improve.

## **Roll 100**

Equipment: 1 die and 1 pencil per group: 1 scrap piece paper per person.

Players have a piece of paper in front of them; place pencil in the middle. One person rolls the die and unless they roll a 6 they pass the die to the next person who rolls and keep passing and rolling until one person rolls a 6. The person who rolled the 6 grabs the pencil and begins to number their paper 1, 2, 3 (trying to write as fast as they can to 100.)

While the person is writing, the die is still being rolled by group members and passed until the next person rolls a 6-at which time that person takes the pencil away from the writer and begins writing their own numbers.

When a person rolls the die and gets a 6 again, they continue with the next number on their sheet. First person to 100 wins. Enjoy the laughter!

## **Minefield**

Choose the equipment of your choice to start this game. Scatter the equipment all over the room. Ask the children to pair up (or use a method to find pairs—count off, same birthday month, etc.) One member of the pair is blindfolded. Now the blindfolded partner has to follow the instructions of their sighted partner. Both members of the pair have to cross the minefield without bumping into the equipment scattered around the room. If they do touch something, they should be encouraged to start over again but change the partner who is blindfolded.

## **A few ideas for forming Small Groups or pairs “on-the-fly”**

1. By birth month: Send January to April over here, etc.
2. If you like nachos go here, pizza go here, hot dogs go here.
3. Door greeter for the day: 3 colored slips of paper – give out red, blue and green as children enter.
4. Count off: 1, 2, 3
5. Stand in alpha order by first or last name or Stand in a row by height Or stand in order by birth month: Kids must get in order by themselves without talking – then you can designate 1/3 of the line for each small group, like last names A-I or whatever.
6. Find someone with a birthday near yours. (For matching pairs for simple activities-be aware that boys and girls may not want to partner together for in-depth conversations.)