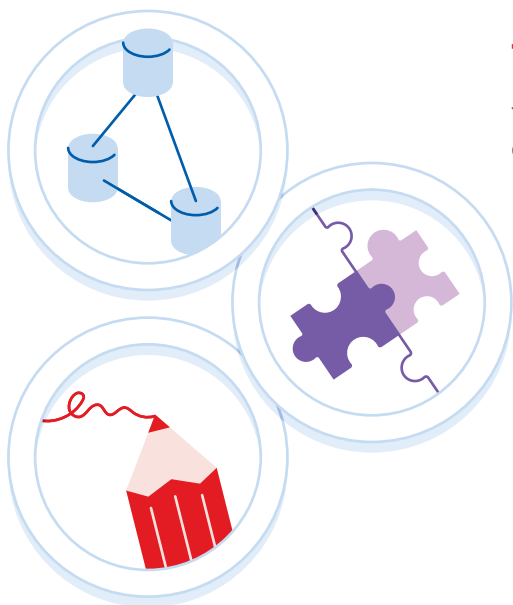


Play these games at the beginning of the school year to help break the ice, encourage collaboration, and foster creativity. Here's to building a learning community based on shared fun and mutual respect.



## The Classroom Olympics

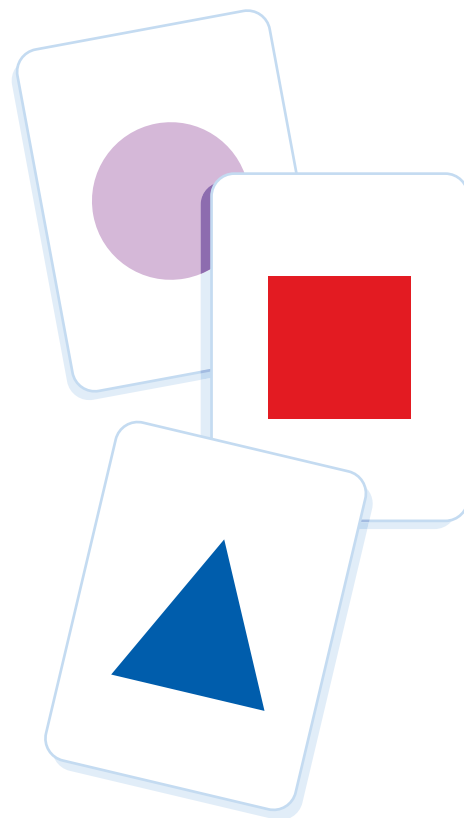
Turn your classroom into an Olympic arena of cooperation and fun with these gold-medal-worthy team-building games.

- **The Kitchen Sink Tower Challenge:** Supply your students with spaghetti, tape, string, marshmallows, and newspaper or any other building materials you can think of. See who can build the tallest freestanding structure within a fixed time limit. Think of it as the high jump of problem-solving. Ready, set, construct!
- **The Puzzle Race:** Hit up your local thrift store for some jigsaw puzzles—make sure they have the same number of pieces for fairness. Teams will race against the clock to see who can complete their puzzle first.
- **Team Story Building:** Kick off this creative marathon with a sentence or prompt, and then have each student add a sentence to it. Every time you ring a bell the kids must pass the story to their neighbor. After 5 minutes, each group can present their story to the class and then vote on their favorite story. Get ready for some epic plot twists.

## Shape Sort & Settle

Encourage creativity and cooperation with this activity, designed to promote public speaking skills and build team spirit.

- 1 **Form Teams:** Create and distribute cards with as many different types of shapes as you want number of groups. Instruct students to find and sit with classmates who have the same shape.
- 2 **Name Teams:** Now for the fun part. Have each team come up with a super creative name that incorporates their shape. Think “The Triangular Titans” or “Circle Squad.” The wackier, the better!
- 3 **Create Team Logos:** Give the teams some time and materials (paper and markers, or even feathers, glitter, scissors, and glue) to design a team logo using their shape as inspiration.
- 4 **Brainstorm Slogans:** Instruct teams to brainstorm a catchy catchphrase or motto that relates to their team name and shape. Something like “Triangle Power!” or “Rockin’ the Rhombus!” Short, sweet, and packed with team spirit.
- 5 **Present:** Allocate some time for the teams to finalize their masterpieces and prepare a brief presentation. They should be ready to explain their team name, logo design, and catchphrase to the class. Encourage them to stand up, showcase their artwork, and confidently present their ideas. Applause all around!





## Let's Go on a Safari

Safari Leaders, unite! Ready for the wildest safari adventure of your teaching career? It's a name game called "Let's Go on a Safari," a fun way for you and your students to learn and memorize each other's names. Grab your binoculars and bug spray, and let's get started!

- 1 Introduction: Welcome to the Wild!**  
Tell the students they are all going on a pretend safari together. Picture this: a classroom full of lions, tigers, and bears—oh my! Explain that some animals can come on the safari, and some cannot. If they start to understand the secret pattern, they should keep it to themselves for more fun.
- 2 Start with Your Name: The Safari Leader**  
Begin with yourself. Say your name and an animal you're bringing on the safari that starts with the same letter as your name. For example, "I'm Liam, and I'm bringing a Lemur on our safari." The kids then say, "Hello, Liam." Show them how it's done with flair—maybe a tiger roar or a paw swipe!
- 3 Pass the Safari: Tag, You're It!**  
After your turn, the student next to you continues. They must say their name and an animal that starts with the same letter. For example, "I'm Jason, and I'm bringing a jaguar." Everyone says, "Hello, Jason!"
- 4 Repeat and Expand: The Safari Grows!**  
Each student repeats the names and animals of all previous participants and adds their own. Imagine the excitement! "Tara has a tiger, Jason has a jaguar, and I'm Lily with a lion!" The safari grows wilder with every name.
- 5 Uh oh, Some Animals are NOT Allowed: Animal Calamity!**  
If a student says a name and animal that does NOT use the first letter of their name, they can't join the safari. This will shock and amuse them, leading to lots of laughter. Ensure those who understand the trick keep it secret.
- 6 Continue Until Everyone Participates: Full Safari Circle**  
Keep the safari going until every student has had a turn. Watch out for giggles and wild animal impressions—it's all part of the fun!



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