

Mingle Mingle Mingle

Grade Three & Four

PLAY

Mingle Mingle Mingle is a fun and interactive connection starter game designed to encourage social interaction, help students learn more about their peers, and build connections based on shared interests and commonalities.



Learning Intentions

I can practice engaging with peers and working together in a group setting:

This activity helps students practice social interaction and teamwork while building connections with others

I can share personal preferences and listen to others' experiences:

Students learn to share their preferences and listen to others, which helps develop communication skills and empathy.

I can build new friendships by discovering common interests:

Through groupings based on shared categories, students find people with similar interests, fostering friendship and a sense of belonging.



Success Criteria

I can quickly join a group with others who share the same category:

Students can efficiently find their peers based on specific prompts, demonstrating quick thinking and adaptability.

I can listen to others and engage in meaningful conversations during the activity:

Students communicate with their peers during the game, asking and answering questions, fostering social interactions.

I can contribute to a fun and inclusive atmosphere for everyone:

Students help maintain a positive and inclusive environment by enthusiastically participating and respecting others' preferences.



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Objective:

Mingle Mingle Mingle is a fun and interactive connection starter game designed to encourage social interaction, help students learn more about their peers, and build connections based on shared interests and commonalities.

Materials Needed:

- None required, but a spacious room for students to move around is recommended.

Setup:

1. Create a Space:

Make sure there is enough room for the students to move freely around the classroom or area. Have students stand and prepare to move.

2. Decide on Categories:

The teacher can prepare a list of categories to use during the game. These can be anything related to students' interests, preferences, or personal experiences.

Gameplay Instructions:

1. Start the Game:

Students begin by walking around the room in a casual way while singing "mingle, mingle, mingle" in a friendly tone. This helps everyone get comfortable and creates a fun atmosphere.

2. Teacher's Cue:

After a few moments, the teacher claps their hands three times to signal the students to stop moving. The teacher will then give an instruction, such as "favourite colour."

3. Group Formation:

Students need to quickly find others who share the same answer to the given category (e.g., if the prompt is "favourite colour," students should find others who share their favourite colour and form a group). Students can do this in a few different ways, they can call out their answer and then move towards others calling out the same response or they can approach other students quietly and ask them what their favourite colour is until they find others with the same response.

4. Share with the Class:

Once the groups have formed, the teacher will ask each group to share their answer with the class. For example, a group of students might say, "We all like blue," and the teacher will confirm the category. If there are multiple groups of "blue" as their favourite colour ask them all to join together, this way students can see how connected they are through similar likes and interests. It also highlights differences which is important to discuss. If there are students who by themselves highlight this and verbally praise them for being an individual and having their own likes and dislikes that may be different to others, this is a good thing to embrace individuality!



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5. Repeat the Process:

The teacher will then give another category (e.g., "favourite food," "favourite type of pet," "favourite movie"), and the students will again mingle and form new groups based on the shared answers.

6. Continue Until Time is Up:

The game can continue for as long as the teacher wants, switching between categories. You can keep it fast-paced or take more time for students to connect with different people.

Examples of Categories:

- Favourite colour
- Favourite food
- Favourite type of pet
- Favourite movie
- Dream holiday destination
- Favourite sport
- Favourite subject in school
- Favourite season
- What you ate for breakfast
- Favourite football team
- Favourite book

Winning the Game:

- The goal of the game is to encourage students to mingle and interact with as many peers as possible.
- There is no winner, but the teacher can give a fun acknowledgment to the students who are particularly enthusiastic or engaged during the activity.

Modifications:

1. For Larger Groups:

If the class is large, create multiple smaller groups and repeat the activity for each group to ensure everyone gets a chance to participate actively.

2. Time Constraints:

If you're limited on time, focus on a few rounds with categories that are broad enough for quick grouping. Alternatively, you could play multiple short rounds and switch categories more frequently.

3. Virtual Version:

If you're playing virtually, students can use the chat feature to answer questions and then "group" into breakout rooms based on shared answers.



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Additional Notes:

- Mingle Mingle Mingle is a great way to help students feel more comfortable in a group setting by learning about each other and finding common ground.
- It's an excellent warm-up activity to start a session, as it energises students and sets a positive, open tone for the rest of the lesson.

