

Circle Swap

Grade Three & Four

PLAY

Circle Swap is a dynamic and engaging activity designed to help students learn each other's names and personal details while incorporating physical activity. The game promotes social interaction, communication, and fitness, making it a fun and energetic warm-up or connection starter.



Learning Intentions

I can remember and use names of my peers:

This activity encourages students to practice remembering and using each other's names, which builds a sense of community and belonging.

I can engage in physical activity while learning about others:

Students will get active through fun movements while also discovering interesting facts about their peers.

I can listen, observe, and interact respectfully with others:

The game promotes active listening and respectful interaction, helping students communicate more effectively and strengthen social bonds.



Success Criteria

I can recall and say my name and share an interesting fact about myself:

Students are encouraged to speak confidently and share something unique about themselves.

I can complete the exercise challenge and quickly find a new spot:

Students demonstrate physical engagement by completing the exercise and moving efficiently to a new spot.

I can participate actively and respectfully with my peers:

Through collaboration, students engage in the game, listen to each other's names, and respect the flow of the activity.



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Objective:

Circle Swap is a dynamic and engaging activity designed to help students learn each other's names and personal details while incorporating physical activity. The game promotes social interaction, communication, and fitness, making it a fun and energetic warm-up or connection starter.

Materials Needed:

- A spacious area for students to form a circle.
- Optional: Timer to manage the length of each exercise round.

Setup:

1. Form a Circle:

Ask the students to form a large circle. One student will begin in the centre of the circle.

2. Prepare the Space:

Ensure there's enough space for everyone to move freely in and out of the circle during the game.

Gameplay Instructions:

1. Starting the Game:

The student in the center of the circle introduces themselves by saying their name and shares a fact about themselves. The fact can be something like, "I own a dog," "I have blue eyes," or "I've traveled in a plane."

2. Action for Participants:

Any student who can relate to the fact (i.e., they have a similar experience or characteristic) must complete one jump high into the air and say "Me Too!" and yell out their name before running across the circle to find a vacant spot.

3. Switching Places:

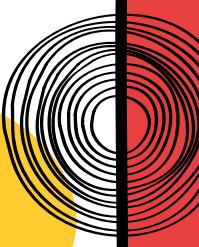
When a participant completes the jump, they find an empty spot left by someone else who shared a similar characteristic. The only catch is they must call out their name loudly before crossing the circle to help everyone remember names.

4. Continue the Game:

The game continues with the next person in the centre of the circle repeating the process: stating their name and sharing something they've done or can do. Students respond to each fact with a jump and a "Me Too!" loud and proud and cross the circle.

5. Rotating Through Players:

The student who is in the center will keep changing as people complete their jumps and swap spots. After each round, another person steps into the middle to share their name and a fact.



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6. Timer Option:

Set a timer for five minutes or any duration that works. You can mix up the exercise movements every minute (e.g., Jumps in the first minute, squats in the second, push-ups in the third, squat jumps in the fourth, and two star jumps in the fifth).

Exercise Movements (to Rotate Every Minute):

1. Minute 1: Jump in the air
2. Minute 2: Squats
3. Minute 3: Push-ups
4. Minute 4: Squat jumps
5. Minute 5: Star jumps

Winning the Game:

- The goal isn't to "win" in the traditional sense but to engage everyone in a fun, interactive way. The winner is the group that communicates the most effectively, laughs together, and participates enthusiastically.
- As a fun bonus, you can see who is the most energetic at the end of the game or who learns the most names and facts about others.

Modifications:

1. For Larger Groups:

If you have a very large group, you can create multiple circles and have several students in the center at once. You can also adjust the number of spots in each circle to accommodate more people.

2. Time Constraints:

If you're limited on time, shorten the duration of each exercise or do fewer rounds.

3. Virtual Adaptation:

If you're playing virtually, use breakout rooms for smaller groups. Each group can still go through the process of sharing names and fun facts, while everyone still gets the chance to be "in the middle" and connect with others.

Additional Notes:

- Social Interaction: This game is perfect for helping students interact in a fun, low-pressure setting where they get to know one another better.
- Energy Booster: The physical component helps break the ice and can energise students for the next activity or lesson.
- Name Retention: By repeatedly hearing and saying each other's names during the exercise, students are more likely to remember the names of their peers in the future.

