

# Knock Knock

Grade Three & Four

PLAY

**Knock Knock is a fun and engaging group guessing game that serves as an excellent warm-up or connection starter. It encourages creativity, teamwork, and quick thinking, all while helping participants connect with each other in an entertaining way.**



## Learning Intentions

**I can practice active listening and observation:**

This activity promotes attentiveness as players must listen carefully to the animal or object sounds and watch the blindfolded person's guesses.

**I can participate in a team activity with positive energy and enthusiasm:**

Students engage in making creative animal or object noises and work together to make the game fun and energetic.

**I can use my imagination and creativity:**

This game requires students to think creatively about how to mimic animals or objects, enhancing their creativity and expressiveness.



## Success Criteria

**I can participate actively by creating animal/object sounds and movements:**

Students will engage in creating fun, unique noises and embody their assigned animals or objects.

**I can correctly guess who the animal or object is based on the sound:**

The person in the center works to identify who made each sound, using clues and their observation skills.

**I can engage with my peers respectfully while having fun:**

Everyone participates, makes the most of their creativity, and enjoys the game while respecting each other's contributions.



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## Objective:

Knock Knock is a fun and engaging group guessing game that serves as an excellent warm-up or connection starter. It encourages creativity, teamwork, and quick thinking, all while helping participants connect with each other in an entertaining way.

## Materials Needed:

- A scarf, blindfold, or any object to cover the eyes of the person in the middle.
- A spacious area for the circle and enough room for participants to move around.
- (Optional) Timer to manage the duration of each turn.

## Setup:

### 1. Form a Circle:

Have all the participants stand in a tight circle. Choose one person to be the blindfolded guesser who will go into the centre.

### 2. Prepare for Movement:

Ensure there is enough space around the circle for participants to move and make their animal/object sounds. You may also want to have a small area marked out where people can complete a quick exercise (such as a 200-meter run) if needed.

## Gameplay Instructions:

### 1. Start the Game:

The first player is chosen to be in the centre. They will cover their eyes with a scarf, blindfold, or another object.

### 2. Spinning and Moving:

While the person in the middle is blindfolded, the other participants in the circle start performing an exercise (e.g., squats, star jumps, etc.). The teacher or leader will spin the blindfolded player around a couple of times to disorient them slightly.

### 3. Assign an Animal/Object:

Once the spinning stops, the blindfolded person must point to someone in the circle. They then give this person an animal or object to imitate (e.g., "Become a giraffe" or "Be a vacuum cleaner"). The person who has been pointed at starts making the corresponding noise (e.g., elephant sound, roaring lion, or any fun, exaggerated noise).

### 4. Guessing the Sound:

The blindfolded person must try to guess who is making the sound. If they guess correctly, they win the round and the person making the sound gets to be in the of the circle. If the guess is wrong, the blindfolded player must complete a quick fitness task (e.g., 5 tuck jumps) before being spun again and pointing to another player in the circle around them.



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## 5. Continue the Game:

After the two attempts to guess the player's name making the noise, another player is chosen to go into the middle and the process is repeated. Players continue making creative noises and guessing, with each round providing a new challenge.

## 6. Encourage Creativity:

Players should be encouraged to use unique and exaggerated sounds for animals or objects to make the game more fun and challenging for the blindfolded person.

## Exercise Options for Movement:

- **First Minute:** Squats
- **Second Minute:** Star Jumps
- **Third Minute:** Tuck Jumps
- **Fourth Minute:** Arm Circles
- **Fifth Minute:** Running on the Spot

## Winning the Game:

The game doesn't necessarily have a winner in the traditional sense. The goal is to create an environment full of laughter and creativity while warming up and learning each other's names.

- **Round Winners:** The blindfolded person is considered a winner if they guess the animal/object correctly.
- **Most Creative Animal/Object:** You can also introduce a fun prize for the most creative animal noise or the funniest moment.

## Modifications:

### 1. For Larger Groups:

Split the group into smaller circles to keep everyone engaged. You can rotate the players in the middle to give everyone a chance to participate.

### 2. Time Constraints:

If you are short on time, limit the duration of each round and shorten the exercise periods.

### 3. Virtual Adaptation:

If playing virtually, players can still do the guessing and make noises using their microphones, while the others listen and guess.



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## Additional Notes:

- **Social Interaction:** This game provides a great opportunity for students to bond, laugh, and interact in a non-competitive, low-pressure environment.
- **Energy and Movement:** It's an excellent way to combine socialising and physical activity, ensuring that students get their energy out while learning more about each other.
- **Creative Expression:** Encouraging students to make exaggerated sounds helps them tap into their creative side, promoting fun and self-expression.

