

# Fingers in the Middle

Grade Three & Four

PLAY

**Fingers in the Middle is a fun connection starter activity that encourages students to get to know each other by answering personal yes-or-no questions. It promotes interaction, conversation, and helps build connections within groups.**



## Learning Intentions

**I can practice asking and answering questions to get to know others:**

This helps students practice social interaction by asking and answering simple yes-or-no questions.

**I can build relationships with my peers through conversation:**

By participating in the game, students learn more about each other and build connections.

**I can engage in a fun and supportive way with my classmate:**

This game encourages friendly competition while promoting a positive and inclusive environment.



## Success Criteria

**I can ask appropriate questions that help me learn more about my classmates:**

Students should be able to ask questions that are suitable for the group and encourage sharing.

**I can actively participate and answer questions honestly:**

Students should engage with the game and answer questions truthfully, fostering openness and honesty.

**I can respect the game rules and be a supportive player:**

Students should respect the turn-taking process and create a positive environment for everyone to participate.



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## Objective:

*Fingers in the Middle* is a fun connection starter activity that encourages students to get to know each other by answering personal yes-or-no questions. It promotes interaction, conversation, and helps build connections within groups.

## Materials Needed:

- **No equipment required**
- (If desired, you can use a soft ball to pass around during the turn-taking.)

## Setup:

### 1. Form Small Groups:

Divide the students into groups of 4 to 5 participants. Ensure each group has enough space to form a circle.

### 2. Explain the Rules:

Instruct students to hold up all ten fingers at the start of the game. Each student will take turns asking a personal question that can be answered with a "yes" or "no."

### 3. Introduce the Objective:

The goal of the game is to be the last person with a finger still raised. Students will drop a finger each time they cannot answer a question with "yes." The winner is the last person with a finger left up.

## Gameplay Instructions:

### 1. Start the Game:

Have students begin by standing in a circle with all ten fingers raised.

### 2. Taking Turns:

One student will ask a yes-or-no question to the group. For example:

- "Have you ever been to the beach?"
- "Do you like pizza?"
- "Do you have a pet?"
- Each student must answer "yes" or "no" to the question. If they answer "no," they drop a finger.

### 3. Drop a Finger:

If a student answers "no" to the question, they must drop one of their fingers. If they answer "yes," they keep all their fingers up.



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## 4. Next Player's Turn:

After a student asks a question, it's the next person's turn to ask a new question to the group.

## 5. Winning the Game:

The game continues until only one player has fingers left raised, celebrate learning lots about each other and start a new game if you like. The player who was the last one left with a raised finger gets to choose whether they want to ask the first question in the next round (if you choose to play multiple rounds).

## Variations for Different Settings:

### 1. Themed Questions:

You can add themes to the questions based on your activity, like school subjects, favourite sports, or travel experiences.

### 2. Movement Edition:

For more energy, add an activity like star jumps or stretching after every round to keep students engaged.

### 3. Educational Version:

Ask questions related to the subject you are teaching, such as, "Do you enjoy reading books about science?" or "Do you like math?"

## Reflection and Discussion Questions:

- **How did it feel when you had to drop a finger?**

This question allows students to reflect on how it felt to be eliminated and can help them discuss the nature of the game in a fun way.

- **What did you learn about your classmates during the game?**

Encourages students to think about what they discovered about their peers' interests or experiences.

- **How did you feel when you were the last one with a finger left?**

Helps students reflect on the experience of winning and how they managed to stay in the game.

## Conclusion:

*Fingers in the Middle* is a great way to break the ice, get students interacting with each other, and build connections. The game promotes conversation, listening, and learning new things about classmates while having fun. It is simple to play and can be easily adapted for different group sizes and settings.

