

Name Bop

PLAY

To reinforce name recognition, encourage quick thinking, and have fun in a team setting by using names in a playful way.



Learning Intentions

I can remember and say the names of my peers:

This encourages students to recall and recognise names, helping to build a sense of community and familiarity.

I can respond quickly under pressure:

This fosters quick thinking and improves focus as students try to say a name before being tapped.

I can practice my listening and observation skills:

This enhances students' abilities to stay attentive and respond appropriately to what's happening in the game.



Success Criteria

Recalling Names:

Students can recall the names of others in the group, actively engaging with their peers and building connections.

Responding Quickly:

Students can respond with their name and another's name quickly, testing their ability to think on their feet in a fun and engaging way.

Participating in a Fun and Supportive Way:

Students can participate in the game in a fun and supportive way, fostering teamwork, sportsmanship, and an enjoyable atmosphere for all.



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Objective: To reinforce name recognition, encourage quick thinking, and have fun in a team setting by using names in a playful way.

Players: Perfect for a group of 6-12 students.

Materials:

- A soft object (such as a long sock with another sock balled up at the end)

Setup: Arrange the group in a circle, with one person sitting in the middle as the "Bopper." The Bopper should hold the soft object and be ready to tap others lightly during the game. Explain the rules of the game to the group.

Activity:

1. **Start the Game:** The leader begins by saying someone's name from anywhere in the circle. The person whose name is called must quickly say their own name and then the name of another person in the circle before the Bopper can tap them on the leg.
2. **Responding Quickly:** If the person is tapped before they can say both their name and someone else's, they become the new Bopper and take the seat in the middle.
3. **Continue the Game:** The game continues with the Bopper trying to tap someone, and the other players working to respond quickly by saying their name and another's name.
4. **Leader Tip:** If the game feels too challenging or easy, the leader can change the Bopper more frequently to keep the game fun and engaging for everyone.

Reflection Prompt:

- How did it feel to be the Bopper? Was it easy or hard to tap someone?
- How did you remember everyone's names? Did you get better as the game went on?
- How did quick thinking help you in the game?

Winning the Game: There is no winner in this activity. The goal is to have fun, engage with your peers, and practice remembering names while enjoying a team-building experience.

Additional Notes: Name Bop is a great icebreaker for new groups, as it helps everyone learn names in a fun, interactive way. It also builds focus, teamwork, and social connection, making it an ideal activity for a variety of group settings.

