

Name Chase

PLAY

To help students learn and remember each other's names in a fun, active way, while encouraging teamwork and participation.



Learning Intentions

I can remember and say the names of my classmates:

This encourages students to recall and recognise names, helping to build connections and friendships in the group.

I can participate in a fun and active game that involves quick thinking and movement:

This promotes physical activity while enhancing social interactions in a fun, engaging way.

I can practice the concept of fairness and teamwork in a group setting:

This helps students learn to follow the rules of the game and engage in friendly competition.



Success Criteria

Remembering and Saying Classmates' Names:

Students can remember the names of their classmates and say them clearly, practising name recognition and actively engaging with their peers.

Reacting Quickly During the Game:

Students can react quickly when it's their turn to chase or run, encouraging quick thinking and physical engagement.

Playing Fairly and Following the Rules:

Students can follow the rules and play fairly, reinforcing the importance of playing by the rules and respecting others during the game.



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Objective: To help students learn and remember each other's names in a fun, active way, while encouraging teamwork and participation.

Players: Perfect for groups of 6-20 students.

Materials:

- None

Setup: Have the students sit in a circle. One student is chosen to be "it" and stands outside the circle. The other students are sitting in the circle, ready to participate.

Activity:

1. **Start the Game:** The student who is "it" walks around the outside of the circle, gently tapping each person on the head. As they tap each student, they say that person's name (instead of saying "duck," like in traditional "Duck, Duck, Goose").
2. **Tap and Chase:** When the person who is "it" taps someone and says the class name (e.g., "2D" instead of "goose"), the tapped person must stand up and chase "it" around the circle, trying to tag them before "it" takes their spot.
3. **Continue the Game:** If the person who is "it" successfully takes the spot of the player who was chosen to chase them without getting tagged the roles are reversed. If the player who was chasing the "it" person tags the "it" player before taking their spot the "it" person stays "it" for another round (max of two rounds per player).
4. **Repeat:** The game continues for a set amount of time.

Reflection Prompt:

- How did it feel to be "it" and say everyone's name?
- What was it like when you had to chase "it" around the circle?
- How did remembering your classmates' names help in the game?

Winning the Game: There is no winner in this activity. The goal is to learn each other's names in a fun and active way, while enjoying teamwork and movement.

Additional Notes: Name Chase is an active, engaging way for students to practice remembering names and strengthen social connections. The game encourages physical movement while promoting inclusivity and team spirit. It's a great connection activity for the beginning of the school year or when a new student joins the class.

