

Jack in a Box

PLAY

To help students learn each other's names through an active and engaging game while promoting creativity, movement, and fun.



Learning Intentions

I can practice saying and recognising names in a fun, interactive way:

This helps students engage with the activity while learning and remembering each other's names.

I can participate in an active, group-based game that encourages movement and fun:

This encourages physical activity, coordination, and excitement in a group setting.

I can express myself by performing a pose after jumping up from a squat:

This fosters creativity and confidence as students have the chance to express themselves in a fun and lighthearted way.



Success Criteria

Remembering and Saying Classmates' Names:

Students can remember and say the names of their classmates, ensuring they engage in the game while remembering the names of their peers.

Squatting and Jumping on Cue:

Students can squat down in the middle and jump up when it's their turn, practising following directions and being active during the game.

Expressing Themselves Through a Creative Pose:

Students can express themselves through a creative pose after jumping up, encouraging them to have fun and express their personality in a positive, supportive way.



Jack in a Box

PLAY

Objective: To help students learn each other's names through an active and engaging game while promoting creativity, movement, and fun.

Players: Ideal for younger students or small groups (6-25 students).

Materials: None

Time Required: 5-10 minutes

Setup: Arrange the students in a circle, with one student chosen to start in the middle. Explain that the game is based on a nursery rhyme and that the student in the middle will jump up and pose when prompted.

Game Play:

1. **Start the Game:** Choose one student to be in the middle of the circle. The student in the middle should squat down and cover their head with their arms, as if they are inside a box.
2. **Sing the Song:** The rest of the group sings the following song (substituting the name of the person in the middle, such as Dale):
Dale's in the box, squat down low!
Dale's in the box, squat down low!
When you are ready, up you go!
3. **Jump and Pose:** When the group sings "Up you go," the student in the middle jumps up from their squat and strikes their favourite pose for everyone to see. Encourage creativity and fun in the poses! You could have students perform different actions in their pose, such as pretending to be an animal, superhero, or favourite character.
4. **Class joins in!:** Whilst the student in the middle is holding their pose the rest of the students in the outside of the circle all mimic the chosen pose, hold for 5 seconds and move on to the next rotation.
5. **Rotate:** Select a new student to have a turn in the middle, everyone should have a chance to be in the middle.
6. **Variation:** Instead of using a pose you can throw some music on and ask the students in the middle to either pose or create a simple dance move for the rest of the class to mimic. This creates a lot of fun, sneaky movement and laughter. Yes please!

Jack in a Box

PLAY

Reflection Prompt:

- How did you feel when it was your turn to jump up and pose?
- How did you remember everyone's name during the game?
- What was your favourite part of the game?

Winning the Game: There is no winner in this activity. The goal is to have fun, be active, and learn everyone's names while encouraging creativity and movement.

Family or Classroom Variation: In a classroom setting, you can change the song to fit different themes.

Additional Notes: Name in a Box is a fun, active way for students to engage with one another while learning and remembering each other's names. It combines physical movement with creativity, making it an excellent icebreaker activity to start a class or get the group warmed up for other activities. It's ideal for younger students and fosters a sense of inclusion and fun.