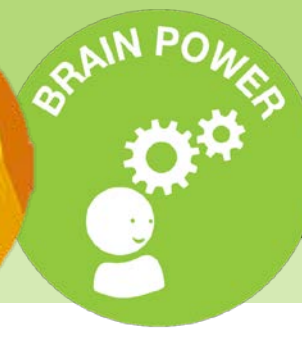


NAME GAME

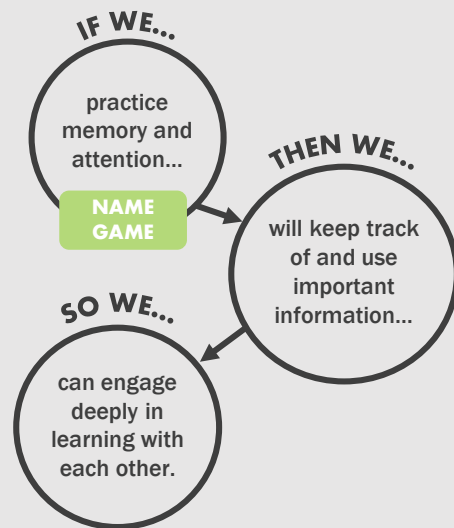
WHAT IS IT? A game to build executive function skills.

WHAT IS IT ABOUT? Practicing memory and attention.




ALL GRADES

WHY DO THIS?



MATERIALS

 None required.

THE BIG IDEA

This game is about remembering what each person has said, and repeating it in the correct order, along with an accompanying motion.

INSTRUCTIONS

1. Say **THE BIG IDEA**.
2. Gather students standing in a circle.
3. Explain that you will go around the circle, and each person will get to share their name and a move or motion with the group. Then you'll all repeat it, e.g. "My name is Carmen, and I like to ride my bike." <All students repeat> "Your name is Carmen, and you like to ride your bike." Be creative with your motions!
4. Model by sharing your name and a move or motion (e.g., *bend to touch your toes, do a jumping jack, or make a lasso motion*), and have students repeat after you.
5. Give students a moment to think of a move they want to make when it's their turn.
6. Continue around the circle, having all students repeat back the name and motion, until everyone has gone. When it gets back to you, have everyone sit where they are for a post-game talk.

»» **MUST DO:** Must require students to remember and keep track of a growing list of information.

↪ **CAN ADAPT:** Change the descriptor and/or motions.



AFTER THE ACTIVITY, DEBRIEF:

- What was the hardest part of the game for you? What made this game easy for you? What will you try the next time we play?
- What are some times that we need to use our Remember Power in school or at home?

TIPS FOR SUCCESS



Give emergent bilingual learners the opportunity to teach other students how to say phrases from the game in their native language, such as “My name is...” and “Your name is...” Then, incorporate these phrases into the game.



Provide students who may need additional support with the opportunity to play in small groups to cut down on the amount of focus time needed while other students introduce themselves.

ADAPTATIONS

- This game can be played with many different themes where motions match the prompts, such as:
 - How are you feeling today?
 - What kind of animal would you want to be?
 - What would you bring on a trip?
- Once your class gets better at Remember Power, ask each person to repeat back the previous person’s response before saying their own.
- To increase the difficulty level, have students repeat all the names and motions that have been said before their turn, in the correct order. This can be done as a whole class (so students are helping each other to remember collectively) or for older students, can be done individually (when it is your turn, you say aloud all the names and motions that have come before you, and then add your own name).