

Get to know your new class!



These games and activities should help foster collaboration, creativity, and social skills while making class time more fun!



Switcheroo

Students sit in a circle, with one person standing in the middle. The person in the middle calls out a category like "If you like pizza," or "If you have a pet." All students who fit the category must quickly switch seats with each other, while the person in the middle tries to grab a seat too. The person left standing starts the next round by calling out a new category. This is a fun way for students to find common interests and learn more about their classmates.

Quick Question

Students sit in a circle, and one student asks a question that the whole group must answer. The first question could be something simple like "What's up?", but other fun or interesting questions are encouraged, such as "What's your favourite movie?", "What's something that makes you happy?", or "If you could have any superpower, what would it be?" The goal is to go around the circle quickly, with everyone sharing their response. This is a great way to spark conversation and get to know each other better.

Memory Mix-Up

In this twist on "Two Truths and a Lie," students think back on their time together in class and write down fun, silly, or memorable moments on notecards—one memory per card. One of the memories should be made up. Students then share two of their memories (one real, one made-up) with the class or in small groups. Their classmates have to guess which memory is true and which is made up. This game encourages storytelling and reflection on shared experiences.

Silent Line-Up

Have students silently arrange themselves in order based on a specific category, like height, birthday, or alphabetical order by first name. The twist is they can't speak to each other! They'll need to communicate through gestures, hand signals, and other non-verbal clues to complete the task. This activity is great for building teamwork and communication skills.

Catch a Name

Have students stand in a circle. One student holds a soft ball or stuffed toy and says the name of a classmate before tossing the ball to them. The student who catches the ball must repeat the process by saying another student's name and tossing it. If they don't know someone's name, they simply ask, "What's your name again?" and then pass the ball to them. This game is meant to help students learn each other's names. To increase difficulty, you can have students toss the ball in creative ways, such as under their legs, over their heads, or even gently kick it across the circle.

Rainbow Group Chat

Assign each student a colour from the rainbow (or use coloured cards). Then, ask them a question that starts with "If you were..." such as "If you were an animal, what would you be?" or "If you could visit any country, where would you go?" Students with the same colour card must quickly huddle together and share their answers with one another before regrouping for a class discussion. This activity encourages creativity, sharing, and bonding within smaller groups.

Story Chain

Start by having one student say the first sentence of a made-up story, like "Once upon a time, there was a magical tree." The next student adds a sentence to continue the story, and it keeps going around the circle, with each student adding a new sentence. The goal is to build a fun, creative, and sometimes silly story together as a group. This activity fosters imagination and group collaboration.

