

Back to School Ice Breakers and 'Getting to Know You' Activities

- ① **The Adjective Name Game:** Have the students stand in a circle. One student standing next to the teacher begins the name game by saying their name and an adjective that describes them. For example, "I am Kind Melanie." Each student follows the first by repeating the names before them and adding their own. The teacher goes last and says all the names.
For added challenge:
 - a. Do not repeat adjectives as you go.
 - b. Require all adjectives to start with the letter of the child's first name e.g. Kind Kara, Marvellous Melanie etc.
- ② **Student Name Crossword:** Use a crossword puzzle generator to add all your student's names to a crossword puzzle. Print copies for the class and have them find each other's names in the puzzle. Have them work in groups to get students talking!
Make it larger:
 - a. Project a copy of the puzzle onto an interactive whiteboard. Find the names in the large puzzle as a class.
 - b. Before the students arrive, print the puzzle on a transparency. Project the puzzle onto a large piece of butcher paper and copy the puzzle by hand. When students arrive to class, have them find their own name and circle it on the butcher paper!
- ③ **Animal Activity:** Have students introduce themselves by declaring which animal they'd like to be. The teacher can go first as an example e.g. "My name is Mr. J and I'd like to be a dog because they are loyal and loving." or "My name is Ms. S and I'd like to be an elephant because they have a good memory!" After each student in the class introduces themselves, have them draw the animal and write about why they'd like to be that animal. This assignment can also launch into a baseline writing assessment.
- ④ **True/False:** Have the students write down 4 statements about themselves, 3 true and 1 false. Have one student read their statements and get the others to guess which are true and which are false. Choose a few students each day and get to know each other throughout the week!
- ⑤ **KWL:** Create a large KWL (Know, Want to Know, Learned) chart on butcher paper. Have each student contribute one idea to the K and W portions of the chart. Keep the chart up through the year and watch as the L column fills up. This is a great way to keep students invested in their learning! You could give each student a different colour pencil or marker. Record which student used which colour. Use the information as an informal pre-assessment of student knowledge and interests, or ask students to become 'experts' as you teach something they were interested in.
- ⑥ **'Getting to Know You' BINGO:** Use the 'Getting to Know You' BINGO sheet included in this pack. Have the students initial any box with a statement that is applicable to themselves. When the students have finished, have them travel around the room to find other students who have matching answers. The friend with a matching answer also initials in the box. Give a prize to any or all students who find BINGO!

- 7 **Detective:** Use the Detective Clues sheet included in the pack. Have students quietly fill out the sheet and purposefully leave their names off the assignment. Shuffle the sheets after they have been returned to you. Pass them out and have students use the clues to find the correct 'suspect'. Once each student has found their suspect, have them introduce the student they found using the information from the questionnaire.
- 8 **20 Questions:** Play the game '20 Questions' using objects in the room. This game allows students to learn that "no" answers can be just as helpful as "yes" answers when learning new things. The student who correctly guesses the teacher's object can be the next leader of the game.
- 9 **Maths About Me:** Have students complete the Maths About Me sheet included in the pack. As a fun class or family project, students can use the information to create a poster about themselves and include a photo or drawing of themselves in the final product. Students can present their projects to learn more about one another.
- 10 **Interview Me!** Pair students up to complete an interview using the Interview Me! sheet included in the pack. After students have each interviewed their partners and recorded the answers, pairs can come to the front of the class and complete the interview live. For added fun, use a microphone or karaoke machine. You could also cut a 'TV' out of cardboard and have the students stand behind it, as though they were real journalists!
- Partnering ideas:
- a. Matching stickers
 - b. Matching playing cards
 - c. Coloured Easter eggs
 - d. Matching candies
 - e. Vocabulary cards with previous grade level's vocabulary