

OASC Summer Leadership Camp 2016

Name Games

Name Rhyming

- “Her name is Stella and when she (does something) example: she called them fellas.
- Boom chicka chicka chicka boom
- You take their name; rhyme it with something to a beat!

Snowball

- Each student places his/her name on a piece of paper and wads it up.
- Student’s line up, half on either side of the room.
- At a signal they begin a snowball fight.
- At the end each gets a snowball, learns new information about the person who snowball they found and shares it with the group.

Peter/Paul

- Each person in the group needs to partner up with someone they don’t know. One person choose to be Partner A and one Partner B.
- Partner B starts speaking and telling Partner A about themselves for 30 seconds (name, school, family, likes, dislikes, etc...) During this time Partner A should simply listen to Partner B as they share about themselves.
- Partner A asks Partner B questions concerning what was just shared for 15 seconds.
- Change roles
- Partner A will talk about themselves to Partner B and then Partner B gets time to ask questions.
- Partners now introduce their partners to the larger group.

Behind Every Name

- With the group sitting in a circle, have the SC or JC start by answering one of the following questions about their name. Once they have answered the question, they will toss the ball around/across the circle until everyone has had a chance to answer one of the following questions: (all will state their name to start – once they get the ball).
 - Are you named for a particular person or for a particular person? Briefly explain
 - Do you like or dislike your name? Explain why or tell what you would like to be called by others
 - What is important to you about your heritage?

Peek a Who

Supplies: One large blanket or sheet that you can’t see through

- Group should be divided into two equal groups, each group go to separate sides of the room
- Have two neutral volunteers (or SC/JC) hold up a blanket/sheet between the two groups so they cannot see each other.
- Once ready, a member of each group should move quietly up to his/her side of the blanket/sheet and face the blanket/sheet without touching it.
- When ready the facilitators should drop the blanket and each person at the blanket should try to say the name of the person on the other side.
- Whoever says the other person’s name first, wins.
- Whoever loses joins the winning team, the game continues until everyone has had a chance to play at least two times or so.

Name Roulette

- Form two circles facing each other, one on the inside and one on the outside. Hold hands and each of the circles rotates a different direction (one clockwise, one counter-clockwise).
- Leader that is not in the circle will yell “stop” and the people in the circle are supposed to face someone and they have to try and say that person’s name before the other person says theirs.
- Repeat several times so that they get to know their names.
- Feel free to make them form the circles again so they are guessing the names of the people next to them too.