

## First Days of School

Game: Who Are You?

This has three parts – Part I, II and III – with the last one being the actual game. The questions in Part I are rather basic, but may be adjusted at your discretion and/or convenience. Part II is for creating random questions for the “Random Questions” jar. Part III is the actual game. I use the Random Question jar for all class-periods.

### Part I, “About Me”

Individual

20 min.

#### *Materials:*

Index cards, one for each student

white board, dry erase or any device to display the questions/instructions

Students will need a writing tool

#### *Directions:*

Pass out one card to each student.

Have students copy the following:

1. Favorite color.
2. Siblings \_\_\_\_ Oldest/middle/youngest \_\_\_\_
3. Height
4. Favorite food
- 5.
- 6.
- 7.

Display the following questions:

1. What is your favorite color? “Rainbow” is okay.
2. Do you have siblings? If so, how many, and where do you stand on the rungs of the sibling ladder?
3. What is your height? Take a guess if you don’t know.
4. What is your favorite food?
- 5.
- 6.
- 7.

Pick three questions to answer from the list below for numbers 5-7

- Describe a smell you absolutely cannot stand
- What is your absolute LEAST favorite food?
- What is something no one knows about you (but you don’t mind sharing with the class)?  
One brief sentence
- Describe an interesting event that happened to you (one sentence)
- What is your favorite book of all time?
- What is your least favorite subject in school? Why?

## **First Days of School**

### **Game: Who Are You?**

Once everyone is done, keep the cards in an index card box. If you have different classes/periods, separate the cards into sections so as not to get them mixed up.

#### **Part II: Interview Questions “Random Questions”**

15 min.

Collaborative

##### *Materials:*

Students will need a writing tool

Strips of paper about ¼” x 2” (as much as you can make!)

Large plastic jar labeled “Who Are You?”

##### *Directions:*

1. Let students know that they will pretend to be an interviewer getting to know a person, and they are to write one question on one strip of paper. Demonstrate. *Examples: What is your favorite animal and why? What is your hidden talent? If you had a time machine, where would you go to and why? If you could change your name, what would it be? If you had only three wishes what would they be?*
2. Divide the class into groups. Give about 45 seconds for the groups to assign ESSENTIAL ROLES: *Researcher, Time Keeper, Hunter/Gatherer, Motivator, everyone will be the Writer.* Explain their roles and explain that the Researcher is the only person allowed to go into the internet to search for questions if the group is stuck.
3. Put a pinch-ful of paper in the middle of each group. Let them know that the Hunter-Gatherer will be responsible for getting more strips.
4. Have the Hunter/Gatherer put the strips in the jar.

#### **Part III: “Who Are You?” Game**

This part may be played at the last part of the day or when there is enough time to play. This may be used as a fun incentive when the entire class complete their assignments.

Everyone is in their assigned seats.

1. Choose a student from the stack that was done in Part I. Do not show/tell the class who it is.
2. Have everyone stand up and stay at their tables/desks.

## **First Days of School**

### **Game: Who Are You?**

3. Instruct them that as you are reading off each answer, and if doesn't apply to them, they are to sit down. If it applies, they remain standing. The last one standing is the person who will be "interviewed" at the end.
4. As you read off each answer on the card, make certain that the other students are sitting down if the answer does not apply to them.  
You may say the following in the order that they are written on the card:
  - a. "This person's favorite color is \_\_\_\_." Wait until students sit down.
  - b. "This person has \_\_\_\_ (brothers/sisters or only child)."
  - c. "This person is \_\_\_\_ feet and \_\_\_\_ inches tall."
  - d. "This person's favorite food is \_\_\_\_."= For the 5<sup>th</sup> answer, you can choose one or more of what the student listed. =  
For example, "This person swam with the sharks"
5. Take out the "Random Questions" jar and pull out one question to ask the student.
6. Pass the jar to the next student, and have the student pull out a question (without looking inside!) to interview the last-person-standing. Student puts the question back inside the jar.
7. Jar gets passed on to the next person. Repeat until game is exhausting or before the end of class.
8. When done with the game, turn the index card around and put a tally mark to indicate that this person has had a turn. Put the card back in the box. I usually leave it backwards from the other pile to help me remember that the person has had a turn.