

NAME GAMES

- **Speed Pass:** The group passes a ball around the circle, calling out someone's name before passing it. That person passes it to someone who hasn't received it yet until everyone has passed it and it comes back to the leader. Now ask the group to do it again in the same order. Time the group to see how fast they can pass it around. Set a goal for how quickly they can do it.
- **Group Juggling:** Use the same process as "Speed Pass" but add another ball going the opposite direction after they have passed the ball a few times. You can add multiple balls. Make sure that campers always say the name loudly before they pass the ball.
- **Signal Pass:** Have each person come up with an action that starts with the first letter of their name: Bouncing Brooke. Have one person start by saying their new action-name and doing the action. The group repeats this and the next person goes. Then the group repeats both of those in order. This continues until the last person shares and the entire group repeats each name in order.
- **Zip, Zap, Zoom:** One person is "it" in the middle. They walk up to someone and say, "Zip, Zap, or Zoom," and count to 5. If "it" says "Zip" the person says the name of the person on their right, "Zap" means person on their left, and "Zoom" means their own name. If the person doesn't say the correct name by the count of 5, they are "it."
- "Who's Your Neighbor:" (This is explained in the Mixers section.)
- **Pop-Up:** Divide the group into two teams and put them on either side of a blanket or tarp that is held up by the leaders so that each team cannot see the other one. Each team picks a person to step up to the blanket. On the count of 3, the leaders drop the tarp, and the first person to say the other's name gets to take that person over to their team. Leaders can use creative ways to keep teams even so that no team "wins."
- **Bandana Name Game:** Have campers for a tight circle with someone in the middle who is "it." Pick someone to start the game by saying someone's name in the circle. That person then tries to say someone else's name before the "it" tags them with the bandana. This continues until someone is tagged before saying a name. They are the new "it" and the old "it" begins a new round.
- **Relay Name Game:** For teams in rows. At the start of the game, one person from each team runs to a table, writes their name on a piece of paper and runs back to their team. He/she holds the paper in the air and the team must

shout out the letters of the name as the jump for each consonant and squat for each vowel. When they finish, the next person in line goes.

- **Going on a Picnic:** One person starts by saying their name and what they're bringing on the picnic. The next person repeats the first: "Brad's bringing a monkey," and then says what their name is and what they're bringing. This continues around the circle.
- **Three Deep:** Form two standing circles, one inside the other with one player standing in the middle. The person in the middle throws a ball to someone in the inner circle and then immediately runs and stands behind someone in the outer circle making it "three deep." The front player of the three goes into the center. While this is happening, the player with the ball passes it to the person behind him/her who passes it to the new person in the center. Each time someone passes the ball, they must shout out the person's name before they throw it to them.
- **Name Impulse:** Gather the group into a circle. Ask someone to start by stating their name and choosing a direction to go in the circle. The next person then says his name and so on. Time how long it took for the group to go around the circle, each saying his/her name. See if the campers can go any faster; continue to challenge them with faster goals.