

How to Get Their Attention

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| AIR-RAID | Leader cries, "Air-Raid" and everyone hits the floor |
| AGO – AMEE | Leader says, "Ago! (usually with an action added) and all respond with "Amee!" say it as the leader said "Ago" do the same action as well. |
| APE ATTENTION | All say "Ahhhhh", with hands up, the hands come down quickly with loud "Ughhh!" then total quite. Looks like "The Crunch." |
| ATTITUDE CHECK | The teacher says, "Attituuuuude!" the group reaches down to the floor and comes up making and saying, "Cheeeeck!" then quite! |
| DEAD ANTS | Leader calls "Dead Ants" and all the players have to lay on their backs and kick like a dying ant. Last one down – 10 push-ups! |
| EARTHQUAKE | Leader yells, "Earthquake" and all players go to their assigned area |
| HAND CLAP | Leader claps: Clap... Clap, Clap, Clap, Clap, Clap and groups replies; Clap, Clap. |
| HEY-HEY | Leader says, "Hey-Hey!" group points both thumbs at their chest and responds, "I like myself!" |
| HEY-HO | Leader says, "Hey" and group says, "Ho-Shhhhh (with finger on lips)" |
| IF YOU CAN HEAR ME? | Leader says, "If you can hear me, clap 1x, clap 2x, then 3x. Give yourself 5 big claps and a round of applause. |
| I SEE / I HEAR | The leader says, "I See" The group responds with "What do you see" The leader gives a control demand; "I See everyone forming groups of four" or "I See all players sitting in their assigned positions", or "I Hear total silence" etc... |
| ISLANDS | The leader says, "Islands with one foot" each player finds his/her own space and balances on one foot. "Islands Sitters" means find your own space and sit in it. |

MAGIC HANKY

Toss in the air and have a small group of kids laugh until it touches the ground and then everyone goes silent.

NOISE MAKERS

Collect a variety of noise makers to use to gain attention.

SHOULDER TOUCH

The leader raises his hand and touches someone on the shoulder. Each player should raise their hand and touch the shoulder of an unaware player.

TRAIN WHISTLE

This is a neat sound that the kids will want to hear again.

WHERE ARE YOU?

Leader says, "Where are you?" and all the students respond, "Here I am!" (knees bent, lean back, thumbs to chest). Leader then says, "Are you ready?" They respond, "You Bet!" (Slap knees on "You" and clap hands on "Bet"). Leader, "How ya doin'?" and students say, "Better and better!" (hitch-hike over right shoulder then left). Teacher, "Then give yourself a hand". Students bring hand up and say, "Whoop!"

Choosing Partners and Forming Groups

A seemingly innocuous suggestion like, “Everybody pick a partner” or “Let’s choose up sides” can strike terror into the heart of many players. In order to create a safe and supportive play environment, it is important to invent ways to get the players into pairs and groups without anyone feeling left out, and without putting the players into anxiety-provoking positions. The more specific you can be about your instructions, the more comfortable the players will be. Here are a few suggestions:

- Alpha Partnering:** Divide according to the first letters of your first or last name. Use A-M and N-Z for two groups; A-H, I-Q, R-Z for 3, etc.
- Categories:** Use different categories such as; mustard vs. ketchup, mayo vs. pickle relish, or vanilla vs. chocolate; family relations such as: first child, middle child, last child; etc.
- Close One Eye:** Have all players close one eye. Ask them to get with one or more players (depending on the group size needed) that have the same eye closed.
- Clothing Accessories:** Choose an accessory you are wearing (for example: a belt, watch, or ring, etc.). Find a partner (or group) wearing a similar accessory.
- Clothing Color:** Find a partner (or group) who is wearing one item of clothing the same color as you are.
- Cross Arms:** Have all players cross their arms. All players with their right arm on top are 1 team and all players with their left arm on top are the other team.
- Finger Nails:** Ask players to look at their nails. Have those who have their palms down partner with other palm down players and those whose palms are up with curled fingers partner with palms up players.
- Hands:** Find a partner by finding someone with hands the same size as you.
- Hopping:** Hop on one foot and then find someone hopping on the same foot.

- Lace Fingers:** Have all players lace their fingers together. Everyone with their right thumb on top is Team A and all those with their left thumb on top will be Team B.
- Months:** Find a partner (or group) according to the month that you were born in.
- Odd or Even:** Find a partner by having all players put up 1 hand with any number of fingers displayed. Partner is found by combing with another player and adding the fingers together equaling either an odd number or an even number.
- Seasons:** Group up according to the season that you were born in.
- Shuffle the Deck:** Give each player a card. Group and organize by calling out different card combinations (same number, same suit, adds up to... etc.)
- Siblings:** Find a partner (or group) that has the same number of brothers and sisters as you do.
- Thumb or Pinky:** Lift either your left thumb or your right pinky in the air, and get together with one other player (or group) who is doing the same thing.
- Vowel Singing:** Have everyone sing the 1st vowel in his or her name... find a similar singing partner or group.