



EARLY CHILDHOOD
Quick Connection
Community Builder Cards



COMMUNITY BUILDERS



TRAVELING WHISPERS

Place students in a line or circle. The first student whispers a word to the next student. The whisper travels through the group until the last person says it aloud.

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NAMES CHANT

Include the name of a student in the following change: We have ____, __ is here today. Here is what __ wants to say: Have the student say something. Repeat with each name in the group.

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GROUP ART

On a poster or large piece of butcher paper, have one person draw a line or circle. Everyone else adds one line or circle to the drawing. Decide what the final art should be before starting, e.g. flowers or a house, etc.

Materials: Poster Board/butcher paper, crayons or coloring pencils, etc.

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MATCH UP

Call out a color, a clothing item or other descriptor, like solid color, stripes, etc. for what students are wearing. Students with that item should stand up or stand together. Ensure every student has a chance to stand.

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A MUSIC BAND

Group some students together. Have each student in that group find an item in the classroom that could play "music", such as two pencils hitting together or book pages flipping. Challenge each band to create a song to play for the class.

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SIMON SAYS A COLOR

Play "Simon Says" using colors. Give directions first, such as "Simon Says Blue." Students should hop to something in the area that is blue. If you give a direction without saying, "Simon says..." first, students have to hop in place.



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SUPER SILLY SNAKE

Give each student a piece of paper (or toilet or paper towel roll). Students can decorate their area of the snake. When everyone is finished, tape the snake together and have a contest to give the snake the silliest name.

Materials: Paper (or toilet or paper towel rolls) and crayons, markers, etc.



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SUPERHERO TEAMS

Put students into teams. Tell each team they are a superhero and they had to design a cape showing their super powers. But, tell them each super hero on their team must have a different super power. Have teams tape their capes on and demonstrate their powers to other groups.

Materials: Large paper and crayons, markers, etc.



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ROY G. BIV

Have students line up according to their color of their shirts according to the rainbow colors (Red, Orange, Yellow, Green, Blue, Indigo, Violet). Students with many colors can make lines for dots, dashes, stripes, etc. at the end of the rainbow.



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ACTION INTROS

Students take turns introducing themselves using a descriptive action word placed before their first name that begins with the same letter as their name (e.g., Leaping Larry).



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BALL TOSS

While holding a ball, one student announces a category (e.g., sports, plants, president, celebrities). That person names something that belongs in that category, then tosses the ball to someone who then has to quickly name something else in that category, before tossing the ball to someone else.

Materials: ball or wadded paper



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BODY BALL

Two students stand together and listen for the announcer to call out two body parts to connect (e.g., "elbow to nose quote). After all Pairs connect, the announcer says, "Switch," and everyone must find a new partner. The last person to pair up becomes the new announcer.



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BUILD ON

Everyone must work together to build one structure using blocks, books, or other creative items found in the classroom.

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BUILDING WORDS

Start with a word. The next child says a word associated with the start word (e.g., desert, sand, dry, hot, sun).

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CATCH ON

Choose a topic (e.g., vegetables) and toss a ball, naming something from the category with each catch. When someone repeats an item or can't think of something, start over with a new category.

Materials: ball

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CATEGORY CALL OUT

The caller announces a category (e.g., favorite color, favorite food). Everyone goes around the room, sharing their answers, forming groups based on like answers as fast as possible.

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CHANGE THE BEAT

One person begins by creating a beat, using only his or her body. Everyone follows for five repetitions, then the next person in the circle changes the beat and/or sound, leading the group for the next five repetitions. Continue until everyone has a turn.

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CHARADES

A student chooses a card from a deck of picture or word cards. He or she then acts out what is on the card, and the group guesses what it is.

Materials: cards with pictures or words



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CIRCLE THE CIRCLE

Everyone stands in a circle and join hands with a hula-hoop placed over the arm of one person. The challenge is to find a way to move the hula-hoop all the way around the circle while keeping hands joined.

Materials: hula-hoop



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CLAP, SLAP, SNAP

One person starts as the leader and creates a clap, slap, snap pattern for the whole group to follow. Switch leaders and repeat.



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CLASSROOM BANNER

Students work together to create a banner that represents the classroom community.

Materials: paper, crayons, markers, stickers, stencils, glitter, fabrics



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CLASSROOM NAME

Decide together on a name for the classroom.



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COMPLIMENT CAN

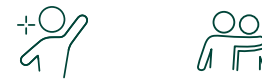
Begin with everyone's name written on a piece of paper, or on a stick, and placed inside a can. As the can is passed around the circle, each person selects a name and gives that person a compliment – to which he or she replies, "thank you."

Materials: paper/stick and can/container



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COUNT OFF

Go around the circle with each person counting off sequentially. Next, everyone must close their eyes and count again – listening for their turn.



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DO THE WAVE

In a large circle, one person begins by lifting his or her hands into the air and bringing them back down, and is quickly followed by the next person, followed by the next (and so on), creating a "wave" around the circle.

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DUCK, DUCK, WHAT?

Students sit in a circle, while one person walks around, taps each student's shoulder, and says, "duck," each time. When the person says a different animal, the child who was tapped must get up and chase him or her around the circle, acting like that animal, until the person being chased reaches the open spot in the circle and sits down.

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FOLLOW THE LEADER

Form online with your hands on the shoulders of the person in front of you. Everyone follows the leader as he or she navigates the classroom. Switch leaders and repeat.

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GET-TO-KNOW-YOU BALL

Everyone takes a turn rolling a ball to someone sitting in the circle and asking a "get to know you" question.

Materials: ball

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GOOD ABOUT ME

Students choose a positive adjective to describe themselves. Go around the circle and take turns sharing.

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HEIGHT ORDER

Students work together to get in order according to height.

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HOLD THAT POSE

One person starts as "it" and calls freeze for everyone else to act like statues. He or she then tries to make the statues break out of character and laugh. The first to laugh becomes "it" for the next round.

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HOP AND BREAK

Start with one person as the announcer and everyone else as hoppers. When the announcer says, "Now hop!" Everyone hops up and down around the room. When the announcer calls out, "break" and a number (e.g., "break four!"), everyone quickly breaks into groups of that number.

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HUMAN KNOT

Standing in small groups, students randomly grab two other hands. Next, they must work together to unravel the knot without letting go of any hands.

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HUMAN WORD SEARCH

Give each child a piece of paper with a letter on it. Challenge children to combine their letters to form a word.

Materials: a piece of paper with a letter on it

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IF

YOU'RE LISTENING To the tune of "If You're Happy and You Know It, sing "If You're Listening and You Know It, " As the group thinks together, a leader chooses in action to see if the group is listening (e.g., "If you're listening and you know it take a bow.")

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IN AND AROUND

Students stand in a circle holding hands. One person stands in the middle of the circle and calls in another person to join him or her in the circle. The last person in calls the next person in. See how many people can fit in the middle without breaking hands.



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KEEP IT UP

Pass a balloon around the circle without skipping over anyone and without letting it drop. Each student may only touch the balloon one time, with one hand.

Materials: balloon



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MARCHING BAND

Each buddy pair chooses a different musical instrument to pretend to play, and the whole group acts out a marching band.

Materials: music (optional)



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OVER, UNDER, AROUND, AND THROUGH

Everyone lines up with their hands on the person's shoulders in front of them. The line leader navigate throughout the classroom calling out, "over, " "under," "around, "or "through" (e.g., over the book, around the chair, under the table, through the door). Each succeeding person repeats the directive and acts it out, and it continues down the line.



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PASS IT

Sitting in a circle, the group has to quickly pass the ball as the leader calls out different instructions (e.g., pass behind your back, pass to every other person, move closer together, move farther apart, etc.).



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POPCORN

Everyone slowly walks around the room. Once everyone has spread out, the chosen announcer calls out a number and an object (e.g., "two, rocking chair!"). Those who are walking must form groups of that number and create that object with their bodies. Switch announcers and repeat.



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REVERSE MUSICAL CHAIRS

Everyone forms a circle with one person in the middle. Everyone walks while the music plays, and when the music stops, the person chooses someone else to join him or her in the middle of the circle. The game continues until everyone is included.

Materials: music



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SHAPE SHIFTERS

The leader calls out a number and an object, and everyone must quickly get into groups of that number and arrange their bodies to create the object.

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SHARE YOUR CHAIR

Begin with enough chairs for everyone in the group. As music plays, everyone marches around the chairs. When the music stops, everyone must take a seat. A chair is removed each round, but no one is ever "out." Instead, they find creative ways to share their chairs.

Materials: music and chairs

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SHRINKING ICEBERG

Place squares on the floor to create one large "iceberg." Everyone stands on the iceberg without touching the ground outside of it. Take away one square at a time. If one foot touches outside the iceberg, the student is out.

Materials: carpet, cardboard squares, or small blankets

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SILENT ORDER

Everyone is randomly assigned a number and then must line up in order without talking.

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SILENT SQUEEZE

Form a circle with everyone holding hands. One person starts a "silent squeeze" (e.g., short, long, gentle) that students must pass on exactly as they receive it. The person who started announces whether the squeeze made it around the circle without changing.

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SMILE

Pass a smile around the circle.

Materials: chairs (optional)

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SNAKE'S TAIL

Students stand in a line with their hands on the shoulders of the person in front of them. When the leader says, "go," the person in the front of the line tries to catch the person at the end of the line – without letting the line come apart. (Works best as an outdoor activity)

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TURN

UP/TURN DOWN Play freeze dance with a lot of energy as the music gets louder, and slower movements as the music gets softer.

Materials: music

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WHAT GOES DOWN

Students stand in two lines that face each other. Everyone hold out and index finger facing up so that the fingers form a line down the center. A yardstick (or other object) is placed across the outstretched fingers, and the group must lower the yardstick to the floor together without it falling.

Materials: yardstick or other large, light, stiff object

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WHAT'S MY JOB?

Each person is secretly assigned an occupation (each occupation is a sign twice). Next, everyone acts out their job while searching for their occupation match. When everyone is sitting silently with their match, peers reveal their occupation.

Materials: index cards with the names of occupations

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WHAT'S MY LINE?

Describe and draw curved, straight, and zigzag lines on paper or a whiteboard. Challenge children to stand together and demonstrate the different figures.

Materials: paper and pencil

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WHAT'S THE WEATHER

The announcer names different types of weather (e.g., light rain, snow, lightning, blizzard, breeze) that everyone acts out (silently or not). Rotate announcers and repeat.

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WHERE'S MY HERO?

Everyone is randomly assigned to an animal (assign two or more people the same animal). When the leader says, "go", everyone begins making the sound of their animal while listening to find and stand with the rest of their "herd."

Materials: index cards with the name of an animal

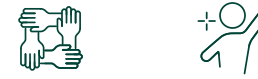
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WHO'S THE LEADER

One person is "it" and leaves the room (or closes his eyes and covers ears in the corner). The rest of the group picks a leader, who will begin doing a movement (e.g., Tapping feet, clapping hands). When the leader begins a new movement, everyone must match as well. The person who is "it" rejoins the group and has to guess who the leader is.

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YOU SAY IT'S YOUR BIRTHDAY

Call out a month of the year. Children whose birthdays are in that month run around the circle back to their original place.