

SCHOOLYARD LEARNING

Nature Name Game

GRADES: 1-8 PRIMARY/JUNIOR/INTERMEDIATE - SCIENCE

LEARNING SKILLS AND WORK HABITS: Classroom Community, Equity & Inclusion

MATERIALS: None

ACTIVITY:

1. Each student chooses an animal to pair with their name. Animal options should start with the same sound, such as Osprey Oscar or Porcupine Penelope (see 'Activity Options' for variations). Students may brainstorm with a friend or teacher until they find a nature name they like.
2. Sit in a circle outside and ask each student to share their nature name. Go around the circle 2 or 3 times. Challenge students to memorize every nature name and take any volunteers who want to try to recite every nature name in the class.
3. For added challenge introduce this activity:
 - The student on your left says her name ("Ant Annie")
 - The student to their left says the names already shared, ending with their own name. Repeat. ("Ant Annie, Bear Brock," "Ant Annie, Bear Brock, Cat Cara")
 - Students farther along the circle will have a greater challenge. As a finale, the teacher should attempt to say every nature name ending with their own.

TEACHER PROMPTS: The intention of this activity is to build familiarity with everyone's names and to 'break the ice' of a new social setting. Help students who may feel put on the spot or allow them to pass. Create a space that welcomes mistakes, silliness & laughter.

ACTIVITY OPTIONS:

Depending on the age of your class, add challenges by using different parameters:

1. Nature names could include any living thing or aspect of nature (Waterfall Wendy or Sunflower Sara)
2. Alternately, give students the option to choose rhyming nature names (Bobcat Matt, Berry Terry, etc.)

