

SCHOOLYARD LEARNING

Nature Name Noodle

GRADES: 1-8 PRIMARY/JUNIOR/INTERMEDIATE - HEALTH AND PHYSICAL EDUCATION

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

MATERIALS: A 2-3 foot length of foam pool noodle (you can cut them with a bread knife). Optionally 2 extra 'noodle swords' to allow for up to 3 concurrent games.

ACTIVITY:

1. This activity works as a good follow up to "Nature Name Game" above.
2. Sit in a circle with feet pointing inward. Review everyone's nature names.
3. The teacher starts as 'it' in the centre of the circle and gets to hold the noodle. One student starts by saying their nature name and any other nature name. 'It' tries to tap the feet of that person before they can say their own name and someone else's name. Annie passes it to Cara by saying "Ant Annie - Cat Cara!"
4. If students need more time to think of someone's name, widen your circle to make it harder for 'it.' Scooch in toward the middle to make it easier for 'it.'
5. The teacher can continue to play as 'it', or give responsible students the opportunity to wield the noodle. When a student doesn't get the words out in time, they get to play as the new 'it'.
6. Pause the game after a few rounds and ask to review the nature names of any students who have not been called on. This creates an opportunity for the class to practice inclusion rather than always choosing their friends.

TEACHER PROMPTS: Run interference on any student who always calls on their best friend. Debrief by discussing how it feels to be included versus left out. Ask the students "What kind of community do we want to have in our class?" Discuss ways to include everyone.

ACTIVITY OPTIONS:

- Once everyone understands the game, consider breaking up the circle into two or three smaller circles to give everyone more playtime.
- If you find that some students try to 'lose' intentionally in order to control the noodle, introduce a rule that each student can only be 'it' once.

