

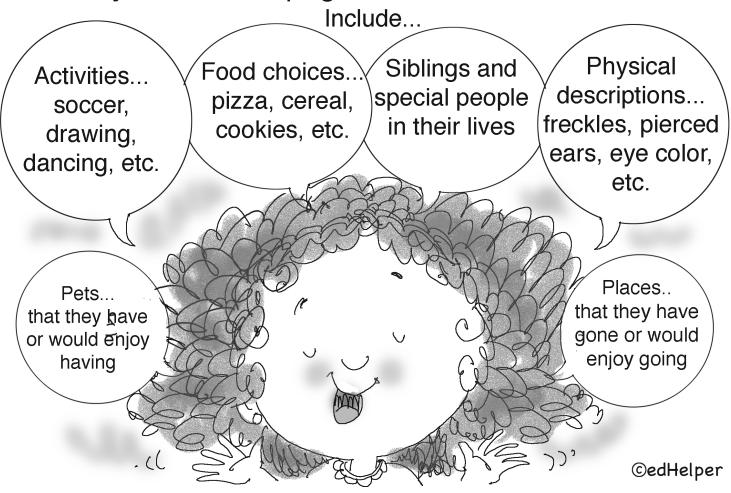
A Cool Kid Because...

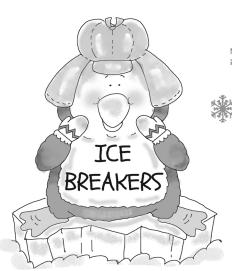




Objective: Get kids talking about themselves. Randomly pick a student from your roster and ask

them to talk about themselves in the "third person"as if they were talking about someone else. Direct
them to make a sentence that lists *three things
about this kid (themselves) and starts with their
name. Example: "Zoe is a cool kid because she
has kinky hair, likes spaghetti and rides a skateboard."

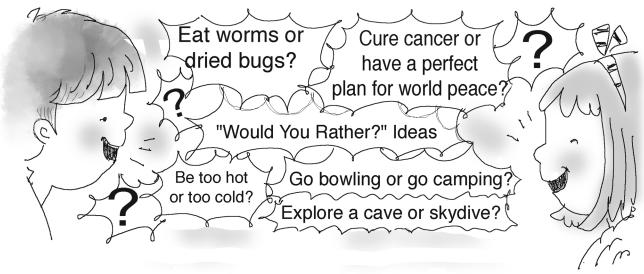




**"Would You Rather?"* Questions

Objective: Ask individual students if they would rather do one thing or another. Make up your own

questions or use the ones scattered around this page. Infuse them with humor or stay on serious subjects. Either way, it's a great method to start a group discussion. Set a time limit and encourage kids to ask the same questions in their household tonight.



Be an eternal preschooler or age normally?

Follow up the answers with a "why is that?" This will give kids an opportunity to defend their choices. Flip the situation, if you'd like, and have students ask you "would you rather?" questions to mix it up.



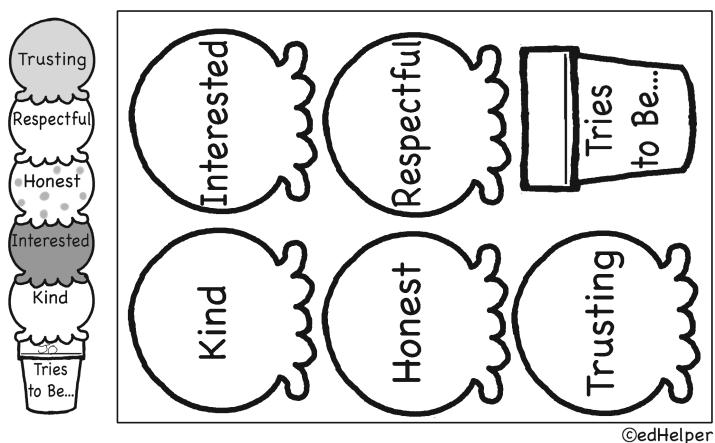
"Treat Others" Ice Cream Cones





Objective: Students will color and build ice cream cones that feature important friendship traits.

Make an example cone and list the words on a white board. Go through the list asking for definitions of each. Hand out pattern copies of a cone and scoops to each child. Tell them to cut, color and paste each scoop. As they do, have them think about things that are important when making friends. Let kids take home their creations and refer to it often.







Objective: Students will be given a sheep. After cutting, decorating and labeling it they will return it to you.

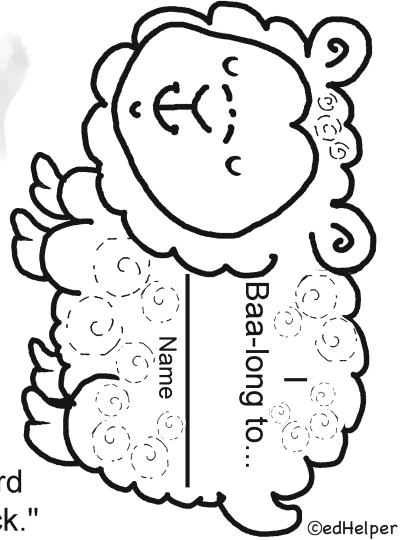
Scramble them and distribute one to each child. Upon your permission have them get up and bring their sheep to its true owner. It's a great way to get to know names. Be ready to help with any strays.



ICE

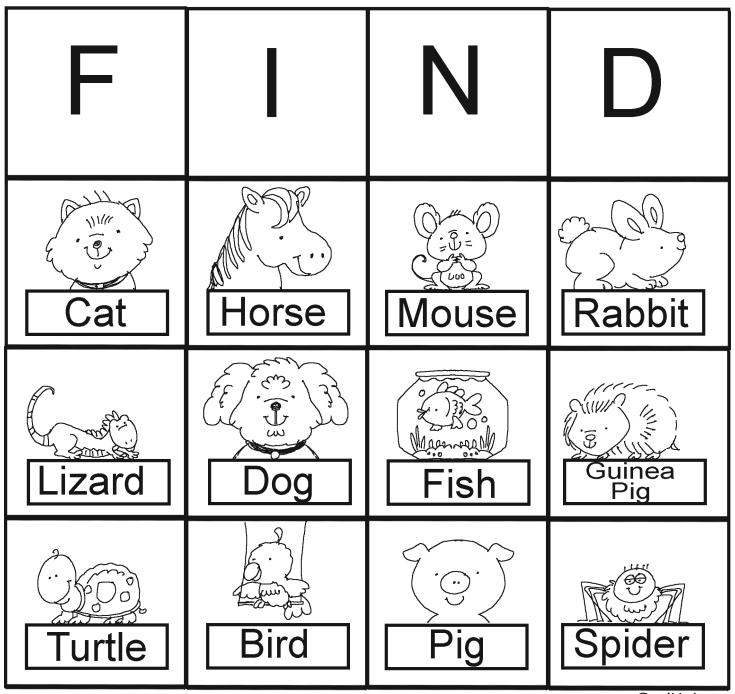
BREAKERS

Keep the completed sheep to make a door display or bulletin board titled "First Grade Flock."



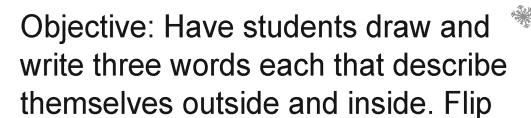


"Pet Find" Bingo "
Objective: Give students a copy of this playing board. Ask them to find a classmate who has this pet and initial the square. After a time period play traditional bingo with it (N-Fish). Winners will get pre-approved privileges.

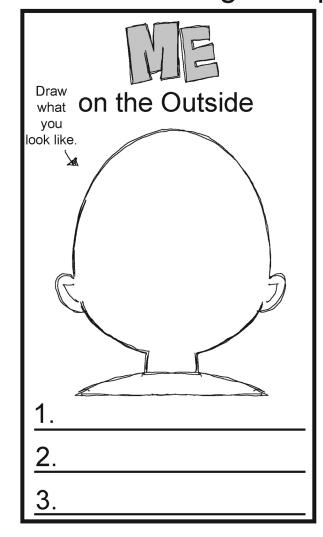


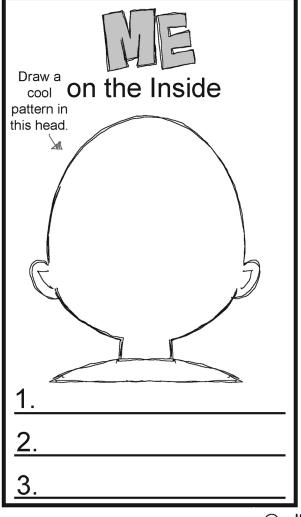


"Match ME" Memory Game



all the cards over and let kids take turns trying to find matches. This is a tricky game. Be prepared for children to finish it up by revealing their card pairs. Afterwards, staple the "Outsides" over the "Insides" and tape to a wall or spread randomly over a table. Write the child's name on the back so everyone can get acquainted.





Name: _____

Ice Breaker BINGO

Let's meet our classmates! Fill in each box below with the name of a classmate that fits the description. You can only use each name once. Complete a row or column to get BINGO!



Name: _____

Ice Breaker BINGO

Let's meet our classmates! Fill in each box below with the name of a classmate that fits the description. You can only use each name once. Complete a row or column to get BINGO!



Ice Breaker BINGO

Let's meet our classmates! Fill in each box below with the name of a classmate that fits the description. You can only use each name once. Complete a row or column to get BINGO!

