

LESSON: People to People**Grade Level: K****OBJECTIVES:**

Students will:

- Experience how they relate to all the students in their class
- To change the mix of students such that they work with others who they may not ordinarily choose.
- Have fun
- Move around and get the wiggles out

MATERIALS:

None

PRESENTATION:

Tell students you're going to play a game with them and the goal is to pair up with as many different people in the class as they can. Have them think of a fun fact about themselves or something no one else in the class knows. They'll share this fact with people as they pair up.

DIRECTIONS:

1. Have students stand around the room in a random configuration. There is no need to move desks: if you stand in rows it will make the action interesting and challenging. If you have an even number of people, add yourself to the mix.
2. Have kids choose a partner; tell them each partner is only for a few minutes.
3. Start out by being the "caller", unless you have someone with experience who really wants to do it.
4. The caller yells out different body parts, such as hand to hand, knee to knee, foot to foot, and head to head. Or they can holler, hand to knee, or elbow to hip. Participants follow these directions with their partners, touching head to head or hand to knee, etc... The caller calls out several different arrangements. You can have participants hold each pose throughout (this is the twister version) or one at a time.
5. When the caller is ready to mix into the game again, she calls "People to People" and all participants find a new partner while the caller does her best to grab someone who is now solo. Have the students share their "fun fact" with their new partner.
6. Whoever doesn't have a partner becomes the new caller and repeats the process. Play as long as no one seems bored.
7. If the group has completed their neighborhood maps, have each student share their map with their last partner.

TIME: 20 minutes

Processing through the Six Pillars

Lesson: People to People

WHAT

- What happened when “people to people” was called?

SO WHAT

- Is it easy or difficult to “attach” yourself to a player other than your usual group of friends?
- How can you become more comfortable in joining groups?

NOW WHAT

- How might you invite others to join your circle of friends or work with you on a project?

