

Amigo Bingo

Objective

To use your knowledge of your fellow students to get "Amigo Bingo."

Materials

Paper with Bingo Board-type style, markers, scissors, a bowl, candy, and ENTHUSIASM!! The FMPs need to either create a bingo board or copy one and make copies for all the freshmen in the advisory. The FMPs also need to cut strips of paper for the students to write on.

Procedure

Hand out a strip of paper (already cut by FMPs) to each freshman. Have each student write something about him/herself and put their name next to what he/she wrote. It could range from names of family members to a favorite hobby. Have each student fold his/her strip and put it into the bowl. Hand out the Bingo sheets (made ahead of time by FMPs). Give the students 2 minutes to fill in boxes with the names of the students in the advisory. Tell them to get a marker to mark their boards. Pick out a strip from the bowl and read aloud what is written on the strip, but leave out the name. Tell the students to put a mark on the name of the student they think the strip is about. Go until someone gets Bingo. When someone wins, have him/her read aloud their answers and see if they match. Give the winners candy.

Helpful Hints

Allow the students to choose for themselves who they think the person being described is. Be enthusiastic about the game. If you aren't, how can the students be? Do allow a reward for the winner because they were able to recognize the description of their peers. Join the game, it's fun! Don't give the answers away to the students. See if they know who's in their advisory. Don't act as though you think the game is not worthwhile. Your attitude reflects on the attitude of the students.

Blind-Folded Pictionary

Objective

Just to have fun and create energy and a little bit of friendly competition in advisory!

Materials

Blind fold, cup, paper slips with words/phrases related to a certain theme, chalk and chalkboard. A group of excited freshmen and FMP's!

Procedure

Prepare slips of paper with words/phrases/movies/titles relating to a certain theme or topic. Fold them all and put them into a cup. Divide the class into two groups. Each should be led by two FMP's. Let a member from team one come up and draw a slip from the cup. They put it on the blindfold and have to try to draw it on the board. The team will have one minute to try to guess. If they don't, the other team will have one chance to steal. Have one FMP keep score on the board. The team that has the most points by the end of the period wins!

Helpful Hints

Maybe try and make it a "battle of the sexes", bring candy for the winning team, and make the theme related to a certain holiday or event. (Ex: Homecoming, Christmas/Chanukah, movies, Songs, etc.) Don't force the freshmen to go up and draw if they don't want to. It's much more fun when the person who is drawing is comfortable doing it. Choose topics or words that some of the students might not know.

Hot Seat

Objective

The goal of "Hot Seat" is to find out things you may be wondering or may not know about others in advisory with you.

Materials

You may want to use a stopwatch to keep time, but the clocks in each of the classroom work just fine too.

Preparation

If you would like, you may have the freshmen think of questions to ask (that are appropriate) to their classmates.

Procedure

At the beginning of class, put one chair in the front, facing the rest of the classroom. One student is chosen to sit in this chair. Once the student is seated in the front of the room, the rest of the class (including the advisor and FMP's) have one minute to shout out as many consecutive, different questions to the person in front of the room as they can. The questions shouldn't be yelled out at once, but they should be rapid-fire questions with quick responses from the student that is being questioned. Once the minute is over with, the student in the front of the room should return to their seat and another student will be chosen to sit in the front of the room and answer the class' questions.

Helpful Hints

This is a great game to play because it requires almost no preparation and the freshmen love asking questions that are nothing that you would ever think to ask. Make sure to keep all questions appropriate, so that nobody is offended. Also, make sure to keep track of time so that everybody gets a turn in the hot seat. Although it may be tough, try to make sure that one question is fired at a time. It is okay if a couple kids all yell questions at the same time on accident, but try to keep them in control, so that the person in the hot seat is able to answer all of the questions. Also, it is lots of fun to get the FMP's in the hot seat or your faculty advisor.

Ice Cube Melt

Objective

To create laughter, fun, and excitement within the advisory

Materials

Ice cubes

Procedure

Form 4 or 5 teams with your freshmen (depending on how many freshmen you have). Each team lines up and is given an ice cube. On "GO!" the first person in line rubs the ice until his hands get too cold. Then he passes it to the next person in line. She rubs the ice until her hands get too cold. Teams keep passing their ice until it melts. The first team to melt their ice first wins!

Helpful Hints

If you have big teams, use more than one ice cube per team so that every person on the team has the chance to rub the ice (although smaller teams are probably the best). And when the ice reaches the last person and it becomes too cold for him to handle, have that person pass the ice back to the first person in line. You don't want their hands to freeze! Also, you may want to store your ice cubes in an ice box/chest so they don't melt before advisory. This game is best when played outside on a hot day, but you can play it anytime, anywhere!

Musical Names

Objective

For the students to learn the names of other students

Materials

One cd player and a cd with lots of different songs on it!

Procedure

Arrange the kids into two different circles, one inside of the other. The kids on the inside circle should be facing the kids on the outside circle. Start the music and have the kids start walking. The circles should walk in opposite directions (one circle clockwise, the other counterclockwise). Stop the music after a few seconds and each kid should be facing another kid. Have the kids say their names and one interesting fact about themselves. Keep doing this until most of the kids have met all of the other kids.

Helpful Hints

Encourage the kids to get into the game. Play songs that they all know and will enjoy (songs the kids can sing along to while they walk). Switch the kids up every now and then so they can walk next to different people. Don't stop the music on the same kids every time. Keep an eye out and make sure to stop the music at different times.

Pig Personality

Objective

The objective is to encourage the group to have fun when interacting with each other.

Materials

Blank sheets of paper, writing utensils, and analysis guidelines below.

Procedure

Ask everyone to take out a blank piece of paper. Establish a time limit. Ask each individual to draw a pig on the paper. Provide the following guidelines to help people analyze their personalities based on how they drew the pig.

Position of Pig on your paper

Top: Optimist

Middle: Realist

Bottom: Pessimist

Direction Pig is Facing

Left: Traditionalist

Right: Innovative

Front: Direct

How Detailed is the Pig – in comparison to others next to you

Very: Analytical

Few: Emotional, Naive

Number of Legs Visible

Less than 4: Living through a major life change

4 Legs: Secure and stubborn

Size of Pig's Ears – in relation to others next to you

Size determines how good of a listener you are: the bigger the ears the better the listener you are.

Length of the Pig's Tail

Length of tail determines the quality of your romantic life. The longer the tail and the more curls, the better the romantic life.

Helpful Hints

Have fun and take your time drawing the picture of the pig!

Play-Doh Relay

Objective

Your team of 3-4 students wants to be the first team to unscramble the clue and form this clue, using one hand each, out of Play-Doh.

Materials

One package of Play-Doh for every 3-4 people in your advisory, pre-made clues, 4-5 enthusiastic FMPs!

Procedure

The FMPs organize the advisory into groups of 3-4 people. These are the teams. Hand each team a package of Play-Doh. Then on the dry-erase or chalkboard write a scrambled up word. For example, the word telephone could be written like this: ephneleto. The students would have to unscramble the word and then create the object or action using the clay. The catch is the team has to work together because they are only allowed to use one hand each, meaning one hand is behind their back. Using one hand each they must create the object or action. The first team to properly unscramble the clue and create it gets a point. The team with the most points by the end of class time wins.

Helpful Hints

Put students into groups with freshmen that they usually don't socialize with (so they can meet new people). Don't give words/clues that could be mistaken for something inappropriate. Tell the teams the Play-Doh creation must actually look like the clue given. Points will be awarded for the fastest time but also for the most accurate sculpture (meaning if a team was the fastest but the telephone looks like a dog, then they do not get the points). Have fun!

Psychiatrist

Objective

For the person standing in the middle to figure out the pattern that the class is making. The person in the middle will go around to each person and ask him or her questions about anything to try to figure out the pattern.

Materials

You do not need to prepare anything for this game. All you need to do is push the desks back toward the wall so the freshmen can all sit in one big circle.

Procedure

The first thing you need to do is have everyone sit in one big circle. You then will pick someone to go out into the hall for a moment. While the person is in the hall, everyone else inside will agree on a pattern. For example, the pattern could be that when a person with glasses is asked a question they would have to answer "No," and when a person without glasses was asked they would have to answer "Yes." After you figure out the pattern, have the Psychiatrist come back into the room and they can ask any questions to their classmates like "What color are your shoes?", "How are you?", etc. This keeps going on until the person in the middle figures out the pattern.

Helpful Hints

As the game progresses, the freshmen can give the person in the middle some clues to help them figure it out if they are having trouble. The person in the middle should only get three guesses so other people can have a turn.

Social Bingo

Objective

For participants who do not know each other well to quickly learn about each other's hobbies and interests.

Materials

Make enough Social Bingo cards for all of the participants. (See Social Bingo Board on pg. 10)

Procedure

Pass out a bingo card and pen to each participant. Each participant will introduce himself to another participant and ask them a question from the bingo card. If he or she says yes to the question then have them initial the square. You may only have each participant initial the bingo card only once. The first person to have a diagonal, row, or column wins the game!

Helpful Hints

Introduce yourself and TALK to the person you are questioning. Don't shove your bingo sheet at someone and ask them to initial the appropriate square. The objective here is for all of us to get to know each other better and to have some fun in the process!

SOCIAL BINGO

Find a person who.....

Plays a sport	Likes the color purple	Likes chocolate ice cream	Likes to ski or snowboard	Is taking Spanish class
Has a sibling	Likes to swim	Plays an instrument	Has broken a bone	Is scared of heights
Likes Chinese food	Is taking French class	FREE	Watches reality shows	Is an only child
Has never gotten a cavity	Is an FMP	Was born in July	Took summer school	Likes to dance
Likes art	Rides the bus to school	Has been out of the country	Is an early bird	Has a pet

What's Your Flavor?

Objective

The object of the this activity is to give the incoming freshman an opportunity to share their discomforts or fears of being an incoming freshman with other students in their same position. It will also give them a sense of comfort and trust in their advisory room.

Materials

You will need one or two large bags of M&Ms, a code sheet on which you will write what all of the colors stand for and some extra bags of different candy in case anyone does not want chocolate after you play your game.

Procedure

When the freshmen walk into advisory simply pass around a bag of M&Ms. Do not give them a limit on how many they can take just let them take as many as they want, just not the whole bag, and then tell them to continue passing. Once all the freshmen have picked their M&Ms, give them all a typed up code sheet, which contains the following codes:

1. Green: What is one fear you have about your first year at Stevenson High School?
2. Blue: Name one club or sport you plan to get involved in at school. If you do not plan on joining a club, what interests do you have outside of school?
3. Brown: Describe one talent you have.
4. Red: Name one member of your family and something about that person.
5. Yellow: Name a family pet. If you do not have a family pet name your favorite animal.
6. Orange: What is your favorite subject?

(Record what the student says for this so when it comes time for finals or midterms, you can pair up study partners who have similar interests or you can pair up people who can use their different strengths to help one another.)

Helpful Hints

Do not let anyone get away with one-word answers.

Who Am I? Name Game

Objective

To guess the name of the person taped to your back.

Materials

Scissors, Tape, Paper, and Pen

Preparation

Cut out little strips of paper, one for each member of the class. Write down thirty famous names, one on each sheet. Then without the person knowing the name they have received, tape any name to their shirt. It is very important that they do not know ahead of time the name on their back.

Procedure

Once everyone has a name on their back, then get into a circle as a group. Start with someone like the oldest or even the first volunteer. Then starting to that person's right, go around the circle and the person with the name on their back going right now will ask each person a yes or no question. After he/she must guess who the person on his or her back is.

Helpful Hints

Don't let anyone answer I don't know to a yes or no question. If they need some help have one of the FMP's help them. It is important to keep everyone involved. Make sure that the famous people's names are somewhat easy to make sure that the person will be able to guess by the end. You have to go all the way around the circle. Even if you know who the person is, keep asking questions all the way through to make sure everyone is asked a question.

Who's Who and What's What

Objective

This is a great icebreaker because you are talking about things they like and finding that other people have the same interests.

Materials

You will need pre-made cards and a data table after you collect your data.

Preparation

Give the freshman a day to complete the questions.

Procedure

Allow the freshman to take home the questions to complete overnight. Take the data and create a table to show the common interests. This should break a barrier and communication will flow smoothly.

Helpful Hints

Handout the activity at the end of advisory, which will let the freshman have the chance to review the questions. After they find out the results, allow them to interact with the other freshman that they have common interests.

Suggested Questions:

- What is your favorite band?
- What is your favorite song?
- What is your favorite sport?
- What is your favorite color?
- What is your favorite season?
- What is your favorite movie?
- What is your favorite TV show?
- Who is your favorite actress or actor?

Your First High School Quiz

Objective

To help the freshmen learn each others and the FMP's names and a little something about them. It will take place during the first week of the year and hopefully it will be their first high school quiz. The name will probably cause them to be a little leery at first but they will warm up to it once we start.

Materials

All you need is a piece of paper and a pen for one of the FMPs to jot down what everyone says in order to have an answer key for when we quiz them.

Procedure

First you have to organize the freshmen into a circle on the floor. Make sure the FMPs sit with them as well. If you would like, you can include the faculty advisor in the circle too. Have one of the FMPs grab a piece of paper and a pen and write down the answers. Next, have them go around the circle and say their first name, what junior high they went to, a club or sport they want to do at Stevenson, and their impressions of Stevenson on their first day. As they respond, be sure to jot notes on the paper. Lastly, when everyone is done, have the recorder pick one student and ask them to tell two things about another student in the group. They are quizzed on how well they were listening. If they get it right, give them a little treat as a reward for paying attention. This will help them and you get to know your freshmen a little better.

Helpful Hints

Make sure to tell them to pay attention and listen. A reward or treat wouldn't be a bad thing either; it rewards them for doing something good. Don't show the paper to anyone else in the group; be sure to keep it a secret. Other than that, this game should work out great.