

Name Train

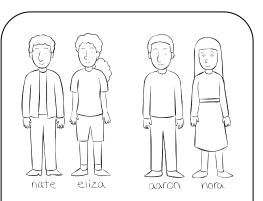
Introductory group initiative that creates random pairs.

How To Play

- 1. Each person notes the first and last letters of their first name, eg J and A if your name was Jessica.
- 2. Group aims to pair every person with one other person who shares one of these two letters.
- 3. Challenge your group to continue to mix and match partners until everyone is successfully paired.
- 4. If necessary, continue to seek a solution until the group agrees it cannot be found.

Variations

- Name First Aid: If you have an especially small group (say, less than 10 people) or there are a number of people who have less-common letters (eg Q and X,) involve the first and last letters of both the first and last names of each person. If this still does not work, permit the first and last letters of all first, middle and last names that's never failed.
- Connected Name Train: Challenge your group to form one straight line (or even a circle, if at all possible) whereby every person is linked by the first or last letter of their left and right neighbours. Then you've really got a Name Train.
- Multi-Lingual: Use the phonetic sounds of the start and ends of a name as the matching parameter, eg D and P could match because they each have an "EEE" sound.
- **How-To Pairs**: Take a look at <u>Getting Into Pairs</u> to learn many more fun, group-splitting ideas.
- Open the Virtual Adaptation tab to learn how to present this activity online.



Benefits

- Simple
- Promotes collaboration
- Fosters critical thinking
- Creates random pairs
- No props

Time 2 - 5 min

People Small (8-15 ppl)

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