

# ICEBREAKER - THIS OR THAT

## Why we love it:

- Gets students up and moving, which encourages participation and interaction
- Builds confidence talking in front of peers about topics that don't "matter"
- Safety in numbers – students know others in the class share their opinion
- No preparation or resources required!

## How to play:

- Ask the class a question that makes them choose between two distinct or opposing options. (For instance: "Which is worse: being too hot, or too cold?")
- Use opposite sides of the room to represent the two options
- Students move to the side that represents their opinion
- Ask a few students from each side to share why they chose that side

## Pro tips:

- Avoid questions that sort students into stereotypes (i.e. "Would you rather read a book or play sport?")
- Keep in mind that your students may have greatly differing cultural contexts – make sure your questions are relatable for all students in the class
- Encourage different students to share their reasons each round to avoid anyone dominating the space
- Encourage a little light-hearted debate between the two sides (keep it friendly!)

## Example questions:

Which is worse: being too hot, or too cold?

Would you rather live in the country or the city?

Would you rather spend all your time indoors or outdoors?

Which is better: sweet food or savoury food?

Would you rather have a rewind button or a pause button on your life?

Which make better pets: cats or dogs?

Would you rather be able to fly, or be invisible?

Cups in the cupboard: right side up or upside down?

Toilet paper: over or under?

Who would win: Ninjas or pirates?

Hot chips: thick cut or French fries?



Which is the best bit of a slice of pizza: pointy end or crust?

Is it pronounced "GIF" or "JIF"?

How would a dog wear pants? On all four legs, or just the back two?

Pineapple on pizza: yes or no?

Hot chocolate or iced coffee?

# REMEMBERING NAMES - THE NAME STORE

## Why we love it:

- Removes the negative connotation of forgetting a student's name
- Builds sense of camaraderie between students
- Holds teacher accountable for learning names quickly
- Ongoing strategy rather than a once-off game

## How to play:

- Decide on some appropriate whole-class rewards before you begin. Some suggestions are a 10-minute game, a Netflix party at lunchtime, playing music during class, holding your class outside (weather permitting), a bubble party
- Assign an appropriate number of points to each reward. This is now your reward store.
- Inform students that you will be required to use their name every time you speak to them in class. If you forget their name, they will earn points towards a class reward from the reward store.
- If you forget a student's name, you may wish to use one of the lifelines below – but beware that if you still get it wrong, it will cost you more points!
  - Double or Nothing: you may attempt the student's name again. Double points for the student if you still get it wrong.
  - 50/50: the student will give you two options for the starting letter of their name. One point for the student if you use this clue and get their name right. Triple points if you get it wrong!
- Keep a tally of class points along with the reward store somewhere visible in your classroom. When the tally hits a reward target, allocate a time to give out the reward!

## Pro tips:

- Use rewards of different magnitudes and set appropriate targets, otherwise you might find yourself out of pocket for several pizza parties in the first few weeks of term!
- When you do forget a student's name, make a concerted effort to use their name a couple of times during that class to help you retain it for next time
- Use this strategy in addition to the usual name-retention strategies you would use (seating maps, class photos, greeting students at the door etc)
- Do your homework! Remember that one of the goals of this strategy is to encourage the teacher to learn all students' names as quickly as possible