

## Cooperative Activities

These have been adapted for use with the Magic Triad, but may be used with any classroom curriculum or as brain breaks.

### **Ball Toss Game** – Great Whole Class Activity or Brain Break!

#### **Materials:**

Option 1: 3 rubber balls - Draw a smiley face on one, write Kind Words on the second, and Kind Touch on the third.

Option 2: 3 small stuffed toys - When using balls, the students may not catch them, they roll, then have to be retrieved. Small stuffed toys are easy to catch and don't roll and you can put small Smile, Kind Word, Kind Touch tags/collars on them.

#### **Instructions:**

1. Lead learners outside or to a large open area.
2. Give the following instructions:

“We'll be beginning with this first ball/toy – The Kind Words” ball/toy. One person will start by throwing it to someone and saying in a sentence, a kind word. i.e. Amy, you've got a terrific smile.” That person will now throw it to another and so on until everyone has received the ball and a kind word. For future rounds you will always throw the ball/toy to the same person. The pattern will never change. Throw to the same person every time. After ‘kind words’ has made it to everyone, we will do a round passing the smile ball/toy to the same person you passed it to the first time. For the third round we'll begin with the kind touch ball/toy and add the smile ball/toy so there will be two balls/toys going around. For the final round try all three.”

**Hint:** This is a great opportunity to do some group problem-solving. After the first round ask students for ideas to help the passing to go more smoothly. Looking at the person throwing to you is usually the first idea and really makes a difference. Throwing underhanded is another. Another modification is timing how long it takes to do a single round and see if they can beat their time. If you use this as a regular brain break, keep track of the best times

## **Bandana**

Use a bandana or other object that you can hold in your hand.

1. Have learners get in a circle. This person creates something that begins with the letter 'A'.
2. The leader has the bandana and everyone in the group says, "person's name, "You have a bandana."
3. The person with the bandana says, "No this isn't a bandana. It's a \_\_\_\_\_." Create something else from the object. E.g. This is a antler (making motion of antler on head with bandana.) .
4. Pass the bandana to the next person in line who creates something with letter 'B' and repeat #2 & #3 until everyone has had a turn. If there are more than 26, start the alphabet over.

## **Blanket Wall**

Materials: Blanket or sheet - Opaque

This activity can be used for learning names or reviewing material in a class.

1. Have two learners hold the blanket up so as to create a wall so the two people on either side can't see each other.
2. Divide the learners into two groups and have them stand one group on each side of the blanket.
  - A. If using for reviewing names, have one person from each side go up to the blanket wall and on a signal from the leader, the blanket is lowered. The first one to be able to say the name of the one facing him/her takes the other over to their side. The one with the most participants on their side at the end of the allotted time wins.
  - B. If using for reviewing information (e.g. capitals/states) hand out strips with names of state on one side and its capital on the other. Each participant holds up one side for the opposing player to be able to see when the blanket comes down. The first to be able to give either the correct capital or state to match takes the other player to their side.

**Crossword with Names** - Good for practicing Magic Triad and introducing yourself.

Each participant needs one sheet of paper.

1. Have each learner print their name in medium size letters in the middle of the sheet.
2. Instructions: "When game begins, you are to go up to another and, say, " Hi,my name is \_\_\_\_\_ and I'm glad to meet you." and shake hands.
3. After each learner introduces him/herself to the other, try to find a place on each other's sheet to write your name as in a crossword puzzle. Move on to another person and repeat.
4. If you can't find a place to write your name, just move on to another person right then and then come back to that person later to see if there is now a place where it will fit."

### **Brain Gyms:**

1. Spell your name: with your elbow.  
" " with your foot.  
" " with your head.
2. Put right hand in thumbs up position and do a large figure 8. Your eyes are to follow the motion of your thumb.  
Put left hand in thumbs up position and do a large figure 8. Your eyes are to follow the motion of your thumb.  
Place your hands together with both thumbs up and repeat figure 8 motion.
3. Pick the apple. Make apple picking upward motion using right arm and lifting left knee together. Reverse using left arm and right knee.

### **Hula Hoop Game**

Materials needed: 2 hula hoops, 2 large sheets of paper, markers  
List of questions that have multiple correct answers. E.g. List life principles, different ways to build trust in the classroom, any curriculum in classroom

Instructions:

1. Divide participants into two groups.
2. Each group needs to select a recorder. The recorder will have the paper and marker to record answers.
3. Place hula hoops side by side on the floor. Assign a hoop to each team. The recorder sits in front of the hoop with the paper and marker.
4. Select one person from each team to begin the game and stand inside the hula hoop with his/her hand straight out to the side so that it can be tagged.
5. The leader of the game will read a question that has multiple answers.
6. The person inside the hoop gives an answer and then waits for someone in their team to tag his/her outstretched hand and change places with them inside the hoop. The new person gives another one of the answers. As the answers are given the recorder for that team writes them down on the team sheet.
7. This process continues and the leader keeps asking questions. The team with the most correct answers wins.