



The Brain Game

Description

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Students will learn that everyone is different and has different strengths.

Supplies

- No supplies needed

How to Play

1. Divide students into small groups. Each group sits in a circle. The leader starts the game by saying the chant and teaching it to the students. ***We are different not the same, tell us something _____ in your brain!***
2. Fill in the blank with different categories, changing it up after each round of the circle. Exciting, Funny, Scary, Smelly, Yummy, Etc.
3. For each round, the leader will tell students the category and the group will say the chant, filling in the blank with the category.
4. Have all the students hold out their hands with palms facing up, and all student's left hand resting on top of the right hand of the student sitting next to them.
5. The leader chooses one student to start by raising their left hand and clapping the student's hand that is sitting next to them and resting on top of their right hand. Then that student claps the hand of the person sitting next to them.
6. While students go around clapping the hands of the person to their right, the group says the chant.
7. Whoever has their hand clapped on the last word of the chant, "brain", responds by telling the group something that relates to that category.
8. Example: If the category is "funny" the student can tell a joke they think is funny or a person they think is funny. If the category is "scary" the student will tell the group something they

think is scary.

9. After that student shares, the game continues with a new category and a new student starting the round.

Activity Prompts for Reflection

- When a round is over, pick an answer from one student and ask the group if they too have felt that same way.
- Which round was easiest for you?
- Which round was most difficult for you?
- Was there anyone in the group who helped you when you were having a difficult time?

Other Ways to Play

- Pass a ball around during the chant, when the chant ends the student holding the ball is the student who has to share out.
- Pick a student who is making good choices to help you choose categories for the rounds.

Additional Notes

- Maintain energy and enthusiasm when keeping the beat to encourage your students to be excited to play.
- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Self-Awareness

Sel-competency

1. Self-Awareness

Allotted-time

1. 10 minutes

Themes

1. Get to Know You
2. No Supplies Needed