



Blow Wind Blow

Description

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Help students get moving and learn more about each other.

Supplies

- No supplies needed

How to Play

1. Students stand up in a circle with you in the middle of the circle.
2. The person in the middle of the circle is the caller. The caller calls out, "Blow wind blow!" Students standing in the circle respond, "Blow what?" The caller then says "Blow if...!" and fills in any statement about themselves. Ex: "Blow if you are in third grade."
3. The students that the statement applies to now have to blow (move) across the circle to another spot. The spot can not be directly beside where they were originally standing.
4. The caller must also blow from the middle of the circle to a new spot in the circle.
5. The last student to get a spot is now the caller in the middle.
6. Continue with new callers until the time is up.
7. Encourage students to think outside the box with their statements about themselves.

Activity Prompts for Reflection

- What is something new you learned today about someone else in the group?
- What is one thing you wish other people knew about you?
- Can you think of something that makes you different from other people?
- What is your favorite thing about someone else in the group?

Other Ways to Play

- Put chairs in a circle. This will help give students a specific “spot” and make it easier to identify who is the last person to find a spot. Students can play by sitting in the chair or standing in front of the chair.
- Call out a theme/topic and have the caller respond to that theme/topic in their statement, for example, the number of siblings.
- Challenge students to think of things other than physical attributes to share with the group.
- Change the size of the circle, having students step back to make it a further distance for students to travel.
- Choose different ways for students to move across the circle, for example, hopping, skipping, lunges, etc.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Social Awareness

Sel-competency

1. Social Awareness

Allotted-time

1. 20 minutes

Themes

1. Get to Know You
2. No Supplies Needed