

# **GROUP MODERATION**

## **Learning Each Other's Names**

### **INTRODUCTION**

As soon as possible, the participants should learn each another's names. Before the night of the first day, all should know everybody's names

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### **1. PERSONAL INTRODUCTION**

Each one by turn stands and tells the group his name, the place he comes from and what he is doing at the moment.

### **2. WRITING ONE'S OWN NAME ON THE BOARD**

One participant at a time, goes to the board, writes his name in capital letters, introduces himself and goes back to his place.

Next, a second one follows, writes his name on the board anywhere he likes, and makes his introduction, and so on.

When all have finished, anyone who is not yet sure of all the names of the participants comes up to the board again: gives his name a second time, and then requests the person whose name is on the board and whom he can not identify to come to the board and identify himself.

This person calls a third one and so on . . . till all learn their names.

### **3. RELAY REPETITION OF ALL THE NAMES**

All sit in a circle, anyone begins by saying: My name is so and so.

The person on his right says my name is so and so, and repeats the name of the one on his left.

The next on the right gives his name and the names of the two previous persons, and so on

The last person will have to give all the names!

#### **4. PIN YOUR NAME ON YOUR CLOTHING**

As the participants come for the session, they are given paper slips, pens or felt pens, and pins. Each one will write his name on a small slip of paper and pin it anywhere on his clothing.

All go round, find the slips and learn each others' names.

#### **5. SYMBOLIC REPRESENTATION OF ONE'S NAME**

Keep paper, colors, felt pens, scissors, color papers, etc. ready.

Each one will prepare a symbolic representation of his name and pin it on his clothes.

The others, by looking at the symbolic representation, will have to guess their names and remember them.

#### **6. PING PONG**

All sit in a circle.

The person on everybody's right will be "Ping" and the one on his left will be "Pong"

All will learn the names of their immediate neighbors.

The leader goes to any one and says: "Ping" or "Pong" or "Ping-Pong" or "Pong-Ping".

The person addressed has to give immediately the name of those on his right or on his left or of both, according to what he has been asked.

If he makes a mistake, or hesitates, the Leader takes his place, and he goes to the middle.

He will now carry on the game.

From time to time all participants should change places.

#### **7. HUMAN HOUSIE**

The names of the participants are written in small pieces of paper and kept in a box.

Next the participants will go round and will collect on a sheet of paper the names of 12 members of the group whom they do not know yet.

After that the Human Housie will start. . Instead of calling numbers, the names of the participants kept in the box will be called up.

The person whose name is called will stand up for all to see.

There will be prizes for the first to have six names called and for a full house.

#### **8. CONCEALING THE NAME** (For Children and Youngsters)

Participants write their names either on their persons or on pieces of paper.

They will conceal them in such a way that the one who wishes to learn their names will have to have some direct contact with them. For instance, one may write his name on his arm in washable ink, and conceal it under the sleeve. Or keep the card with his name in his pocket, or hang it on a string from his neck,.

### **9. NAMES CROSS PUZZLE**

Participants write their first names in block letters on pieces of paper.

They look for other participants who have names beginning with any of the letters of their first names.

When they find them, they write them crossword fashion. e.g.

**PAUL**

**ELLEN**

**TO NY**

**E MIL**

**REMY**

After a while, all will meet and tell the group who are the people whose names he has managed to link with his own.

### **10. SINKING SHIP**

The leader calls out. "Rafts available for two persons Then for four, then 6 then 8 persons. There should be a time gap in between one call and another

As the groups are formed, they should ask and learn the names of those they do not yet know

### **11. GUESSES**

Give to each participant a list with the names of all the group members.

Each one, will visibly pin his/her name on his clothing in front of his chest.

First Part of the Exercise. The first part is done in silence:

All go round and keep observing the others, and in the list of names given they have to enter against each name the following guesses:

What's his/her age?

What's his/her height?

What's his/her weight?

What's the number of his/her foot-wear?

*You can add any other guesses that can be surmised by observation.*

Second Part of the exercise is done with the entire group.

Sharing of the guesses. The correct or the closest answers to each item will be disclosed only after all the guesses have been shared.

Prizes may be given to the closest lists of guesses,

Note: Every time the age, height, etc of a person is mentioned, his name is mentioned too! Not allowed to say " he is, or she is". In this way the names will be easily remembered. ;.