



Becoming a Tribe

November 5, 2017

Students Will Be Able To

- 1. Have fun in a safe, nonacademic environment*
 - 2. Reinforce tribal bonds by sharing in a nonthreatening setting*
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Materials

Arrangement of desks, depending on chosen activities: usually a circle, or all desks pushed to the sides of the room.

Introduction

The main point of the tribe system is to ensure that every student has a community of peers and adults to lean on when things get hard. It also gives us a chance to organize the school into smaller, closely-knit units so that no one falls between the cracks. The goal of all community lessons is to get you a bit closer to your tribe.

Keep in mind that the main goals of these activities are to have fun and reinforce tribal bonds. You can take teaching opportunities as they arise, but try to keep things light this week. We've provided more activities than you'll need, so just pick the ones you feel fit your tribe the best. You can always come back to these in later weeks when you have a few extra minutes.

Activity 1 – 1, 2, 3, Look!

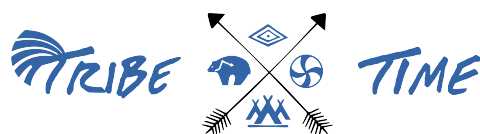
Students stand in a circle and look up at the same time. If the person they look at is looking at them, they both sit down. Last person or pair standing wins.

Activity 2 – Spot the Change

Students stand in two lines facing each other and after taking a good look at the person across from them, one line turns around while the other line changes three things about them. The other line then turns back around and tries to spot the changes.

Activity 3 – Ninja Destruction

Students stand in a circle and take turns trying to hit each other's hands in one fluid motion. Once your hand is hit, you lose that hand. If both hands have been hit, you step out of the circle. The last person standing is the winner.





Activity 4 – Dance Master

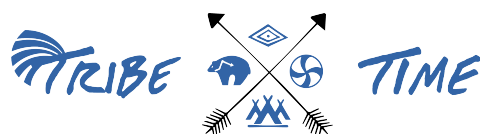
We had this as a possible activity, but we're listing it here again because it's so popular with kids. Students send one student outside and then elect a dance master. That person leads the group in dance moves as the student sent out comes back in and tries to identify the dance master.

Activity 5 – The Human Knot

Everyone stands in a close circle, puts both hands out, and randomly grabs hold of someone else's hand, creating a massive knot. Without letting go of hands, the groups must untangle themselves.

Activity 6 – Move If...

Students sit in a circle in chairs, with several students standing in the middle and all extra chairs removed. You then tell students to move if whatever you say applies to them. The people in the middle also move, and whoever is left in the middle must answer a question you choose to help the group get to know them. This is repeated.

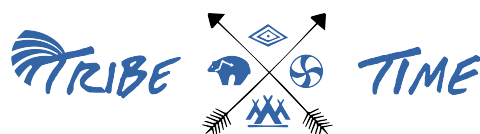




Activity 1 – 1, 2, 3, Look!

The main focus of this activity is to get kids up and moving. It's a great, fast ice-breaker – usually only taking 2-10 minutes, depending on how many rounds you play. Basically, kids stand in a circle and look at the floor. You say “1, 2, 3, look!” and students look up at someone else’s eyes in the circle. If the person they look at is also looking at them, they both have to sit down. The last pair or person standing shares the most exciting thing that happened to them that week, or where they turn when they are having a bad day. Or their favorite fruit.

As a variation, students can all think of something to share before starting, and can each say that thing as they sit down. Choose the thing to discuss based on what you think your students need. You can also take a moment to talk about what it feels like to really connect with someone else, and circle the discussion back to body language and what a difference eye contact can make.



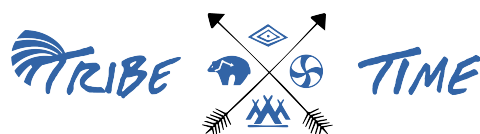


Activity 2 – Spot the Change

Make enough space in the room for students to stand in two lines. Have students line up by birthday or age or height or whatever will get kids out of their social groups. You can do this part without talking for one more thing to make things interesting. Count off with A, B, A, B or 1, 2, 1, 2 or Zebra, Elephant, Zebra, Elephant – whatever tickles your fancy. Have them line up in two lines about 4 or 5 feet apart, with each student partnered up with one other person. If you have an odd number, join the line.

Ask the participants to look at their partner for about 5 seconds and memorize everything they can about the person. Make it fairly quick to keep embarrassment/creepiness to a minimum. Have the A/1/Zebra line turn and face away while the other line changes three physical things about themselves (pull out pockets, untie shoes, take off an earring, remove glasses, etc.). Have line A turn around and see if they can identify all three changes. Switch and have line B do the same thing.

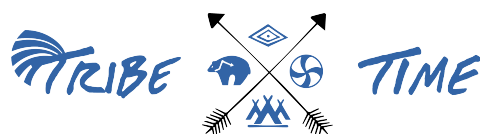
Repeat as often as kids are still enjoying it. For variety, you can have whichever partner move up that identified the most changes instead of just moving the whole line up or down in order to make it more competitive.





Activity 3 – Ninja Destruction

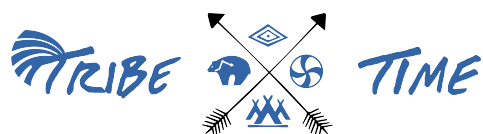
All students stand in a circle about 2 feet apart from one another. The group decides on a person to start the game, everyone yells “Ninja Destruction!” and strikes a ninja pose. From there, the chosen person has one fluid motion to hit the hand (and make sure it’s clear that it can only be the hand) of another person. That person being attacked has one fluid motion to avoid the incoming hit. If you are hit, you lose that hand. If you lose both hands, you bow and step out of the circle. As soon as the first person’s move – again, one fluid ninja motion – is complete, the next person in the circle can make their move, and so on around the circle. Everyone not attacking or being attacked must hold their pose until it is their turn or someone attacks them. Both attacker and dodger only have one motion, and once the group has gone around once or twice, movement around the circle should naturally speed up. It’s usually good to play this more than once, since the people who get out early on often understand the game much better after observation. Also, the circle should be closed as more people get out to avoid people having to jump or tumble to get close enough to another person.





Activity 4 – Dance Master

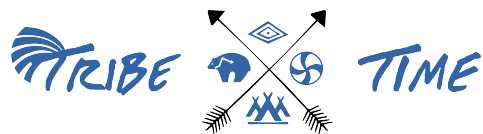
Have students stand in a circle, take one student outside, and then select one student to be the dance master. That person should lead the group in dance moves, but without giving away that they are doing so. Start the music and let the dance master go through a move or two before bringing the student back from the hall. That student then tries to identify who is the dance master. Repeat as time permits. This is a great time to also get requests for student music preferences, as long as they are school appropriate, of course.





Activity 5 – The Human Knot

Everyone stands in a close circle, puts both hands out, and randomly grabs hold of someone else's hand, creating a massive knot. Without letting go of hands, the groups must untangle themselves. As facilitator, you will need to make sure that everyone is comfortable and that all contact remains appropriate. You can also give advice to students as needed to help them untangle.





Activity 6 – Move If...

Have the group sit in a giant circle. Take the number of students in the group and divide by 5. That number of students should stand in the middle and their chairs should be removed from the circle. Make sure they are moved away from the circle so that no one tries to sit in them.

Explain that you are going to say, ‘Move if...’ and if whatever you say applies to them, they have to run and find a chair on the other side of the circle, and that those in the middle of the circle must also run to get seats – thus leaving new people in the middle. Those standing in the middle must then answer a question that you choose like what was the most exciting thing they did in the summer, or what is the most embarrassing thing that’s happened to them this week (watching for students who wouldn’t feel comfortable with some questions), or what their favorite cereal is, or what their favorite song is, etc.

Once they’ve shared, make another “Move if...” statement and repeat. You can use anything, from wearing jeans to ever having been to a certain state. Make sure they are things that will get the group up and moving. If someone gets stuck in the middle that has already answered the question, they can choose another person to take their place in the middle. Try to pick out questions that will give you a good snapshot of the group or tell you things you wouldn’t hear from them otherwise.

