

LEARNING NAMES

SOME IDEAS TO SUPPORT THE GROUP (AND YOU) TO LEARN EVERYONE'S NAMES.

FREE YOUR MIND

When you're meeting new people, there's a lot of cerebral processing power vying for your attention.

You must dump other distractions, and force yourself to pay enough careful attention to learn their name.

Use the bathroom || a full bladder is not a great memory aide.

Have everything else ready || all your other session prep is done.

Know what's happening next || after you've led the opening activity, you know what's going to take place next.

This all helps you to slow down - and listen carefully.

LEARNING LISTS

Repetition || Repeat, repeat, repeat: early and often.

Chunking || break it down into manageable discrete chunks of 3-4.

Melody || Put the list to a tune that you already know well.

Rhyme || Similar and sibilant sounds make meaningful memories.

Visualisation || Take a mental snapshot of what the list looks like.

Association || Refer them back to a previous list you know well (e.g. the rainbow colours)

Linking || Hook and link your list items to each other,

Storytelling || Make the items objects and elements of a tale.

Anagramise || Take the first letters of your word list, make anagram

NAME MNEMONICS

The trick is to pay attention to the person, take in all about them, and say their name in your head over and over, again and again.

Commit. Concentrate. Associate. Repeat.

(That's Paul). *Hi Paul!* (Paul seems polite). (I wonder is he pushy?)

Meet, Greet & Repeat || Repeat their name on arrival, early & often.

Shake on it || Say their name when you're shaking their hand.

Spell it || Ask the participant to spell their name.

Letter in their face || Does a facial feature remind you of a letter?

Associate with a prior Peter || This particular Peter is similar to previous Peters that I've met because ...

Make an action with your hands || perhaps an action inspired by how they look (e.g. if they wear glasses, mime removing glasses).

Thanks, Tom || Reaffirm the speaker's name in the opening go round

Intro to another || introduce them to someone else already there.

Name & Neighbours || When someone is talking, remind yourself of their name, and also of their nearest seated neighbours.

Day 2 reminders || give time at the start of day 2 for a name refresher - everyone will thank you for it.

NAME BADGES

First names only || We don't need job title, nor actually the surname

Large font || Print / write in as large a font as possible.

Lanyards || they get hidden from view: turned around & inside tops

ALLITERATIVE ADJECTIVES

Assign an adjective to the person (e.g. Dangerous Dave).

- Either the person chooses, the group suggests, or you provide.
- Veto any negative names and inappropriate suggestions.

NAME STORY

A Go Round on your name, and something about your name.

Each player tells a story behind their name (maybe what it means, who they are named after, what they like / dislike about it, etc.).

NAME SCRABBLE

One by one we write our name - scrabble-style - to a flipchart, and tell the room something about our name.

1. First player writes their name vertically down the middle of a flipchart page (perhaps in capital letters).
2. This player then tells a story behind their name.
3. The next player chooses a letter that they have in common, and uses that for writing their name (adding in other letters).
4. Continue until each player has introduced their name story

Layer || can offer various different coloured markers

NAME TOSS

A name learning activity with ball throwing in a standing circle.

Standing in a circle with one juggling or bouncy ball. (your spud). Say your name as you throw it to someone else. That person does similarly to another. After enough time to have heard each person's name, change it to calling name of person that you're throwing to.

- After enough time, maybe one person can list all names.
- Add in one or two more spuds to create more atmosphere.

Good starter, and easy to follow with a **Step Forwards**.

FORWARDS & REVERSE NAME TOSS Create a pattern of spud tossing: always throw to the same person, and catch from another person. Learn this pattern and then do it in reverse

NAME SHUFFLE One says another's name and walks into their place, while they say another's name then walk to theirs and so on.

BUMP OUT After throwing the spud, you move to take the place of the catcher. The catcher must get rid of the spud before you arrive, or else you'll obstruct them and make their throw difficult.

HEAD MELT Create a pattern as above, without spuds, but giving your own name.

- Try this with the circle facing outwards.
- Learn a second pattern, in which you throw (give) random words
- Perhaps layer in a third pattern
- Layer in: when you give your name, go to take place of catcher
- Layer in: when you give your object turn around, and face away.

NAMES SHAPE-SHIFTERS

Call and response associating a motion with a person's name.

In circle usually standing players in turn say their name and do an action. all others repeat.

Can do same action second time round but faster.

- Variation: Can make body into first letter of name.
- Variation: Can do cumulative so that each person does the name and action of those that went before.

ACTION SYLLABLES In circle. First person says his name, making a gesture (an action) for every syllable. Mary has 2 syllables, so she does something like "Ma-" (wave right hand) "-ry" (claps in hands). Everyone repeats this.

Then the second player calls their name, again with a gesture per syllable. Group echos, then repeats all previous names + syllables.

CLICK-CLICK

It's a game of concentration, are you ready?

Everyone sits in a circle. Somebody starts off a beat like clap knees, clap hands, click fingers (left and right, one at a time).

When clicking fingers say own name on the beat, then go through it again but on the first click you say your name, on the second click somebody else's name.

For example: click, click, Susan, Susan/click, click, Susan, James. The person who is called carries on.