

# MORNING MEETING BUNDLE

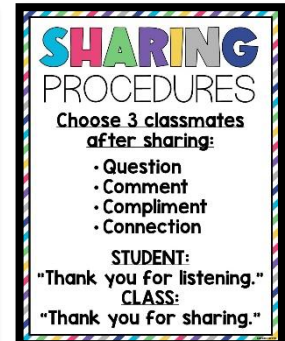


CREATED BY BROOKE BROWN

# EVERYTHING YOU NEED FOR MORNING MEETING



- MORNING MEETING
- TEAMBUILDING
- BRAIN BREAKS



### MORNING MEETINGS Greetings

Students pass a friendly handshake, hug, high five, or "fist bump" around the circle and greet each other by saying, "Good Morning, \_\_\_\_\_ (student's name)!"

Ensure to model and practice safe, appropriate touches when introducing this greeting.

### Chicka Chicka Boom Boom

One of a line/greet each student around the circle as a whole class by chanting, "Chicka Chicka Boom Boom!"

Who's in our room?

Students - pass/pat-clap-clap/pat/pat-clap-clap

The child then says his or her name and the whole class responds by saying, "Good Morning, \_\_\_\_\_ (student's name)!"

### Knock Knock

Students pass this greeting to one another around the circle by "knocking" on the shoulder of the child next to them.

Student A: "Knock Knock"

Student B: "Who's there?"

Student A: (states first name)

Student B: "What name?"

Student A: (states first and last name)

Whole class responds: "Good Morning, \_\_\_\_\_!"

### Shoe Twister

Students each take off one shoe and place it in a pile in the middle of the circle. One at a time, students draw a shoe out of the pile without looking and try to match it to its owner. When the owner is found, students greet one another by saying, "Good Morning, \_\_\_\_\_ (student's name)!"

The greeter's shoe is then used to draw a shoe.

\*\*\*this greeting can also be done with hats or sunglasses on special days\*\*\*

### Rock-Paper-Math

Students pass this greeting around the circle by playing "Rock-Paper-Math" similar to "Rock-Paper-Scissors." On the word "Math," students each hold up a number of fingers (1-10) and either add them together or multiply, depending on the age levels and abilities of your students. You can also limit students to only using one hand (numbers 1-5). The first person who states the correct sum or product wins, and then both students say, "Good Morning, \_\_\_\_\_ (student's name)!"

### Pat, Snap, Clap

This is a whole class greeting around the circle.

Students use the following motions:

Pat, Pat, Clap, Clap, Snap, Snap

"Good Morning, \_\_\_\_\_ (student's name)!"

\*Words are said on the snaps.\*

### Jump In, Jump Out

This is a whole class greeting around the circle. One at a time, each child does the actions while the whole class chants:

Jump in (child jumps in)

Jump out (child jumps out)

Turn yourself around! (child turns)

We want to know your name, so please shout it out! (child states name)

Good Morning, \_\_\_\_\_ (student's name)!

### Awesome Alliterations

This is a whole class greeting. One of a time around the circle, each student states an alliteration that goes with their first name (i.e. Excellent Elsie, End Kanderel). Older students will be able to come up with adjectives or verbs while younger students may come up with any word that starts with the first letter in their first name. After the student states their alliteration, the whole class greets the child by that name (i.e., "Good Morning, Excellent Elsie!")

### Butterfly

Students pass this greeting to one another around the circle by linking thumbs and "butterflying" their fingers together to make a butterfly. They also greet each other by saying, "Good Morning, \_\_\_\_\_ (student's name)!"

### Skip Die

Students stand in a circle and take turns rolling a die in the center of the circle, the student beginning the greeting rolls the die. Then counts that many students around the circle. (For example, if the child rolls a 4, the die counts to the fourth student, then greets that student. The students trade places and the next student rolls the die. After a child has been greeted, he or she sits down. Continue the greeting until all students are seated.)

### Hello Neighbor

Split and orange students standing in an inside circle and an outside circle, facing each other.

Students chant the following:

"Hello, neighbor! What do you say?"

"It's going to be a wonderful day!"

to skip your hands.

(students clap hands together)

give me a bump. (hip bumps), and turn around!

### Did You Know?

This greeting is perfect to review new content for a science, social studies, or thematic unit. Students think of one fact they've learned about a topic of your choice.

(i.e. magnifying glasses solve mysteries, they use the following greeting:

Student A: "Good Morning, \_\_\_\_\_ (student's name)!"

Did you know \_\_\_\_\_ (fact)?

Student B: "Good Morning, \_\_\_\_\_ (student's name)!"

Either "Yes, I know" or "No, I didn't know!"

### Milk the Cow

Students pass this greeting to one another around the circle. The person beginning the greeting holds their fist between their thumb and index finger, making a "udder" and the student being greeted "milk the cow" by pulling down on the fist or hand. Students may also greet each other by saying, "Good Morning, \_\_\_\_\_ (student's name)!"

### The Cheer

This is a whole class greeting around the circle. Students chant the following:

"2, 4, 6, 8! Who do we appreciate? \_\_\_\_\_ (student's name), Gooooo. \_\_\_\_\_ (student's name)!"

### Formal Greeting

Students pass a friendly handshake around the circle and address one another as "Mr." or "Miss" with the student's first or last name.

### Draw and Greet

Place a basket of popsicle sticks or cards with students' names in this corner of the circle. One of a time, students draw a name and greet that student by saying, "Good Morning, \_\_\_\_\_ (student's name)!"

The student draws a new name to continue the greeting.

Variations:

Use photos of students or have older students write "clips" about themselves for the greeter to guess his or her identity.

### Match-ups

Partner students up cards are a great way for students to greet each other AND review content areas skills for language arts and math. See the following page for instructions and suggestions for partner math/up skills, as well as sets of editable cards that you can customize to meet the needs of your students.

### Hand Stack

Students pass this greeting to one another around the circle by taking turns hands. The child starting the greeting stacks the hand stack on the student and the student takes hands stacking theirs. After the fifth stack, both "peek" under their hand stack.

"Good Morning, \_\_\_\_\_ (student's name)!"

### Reel the Fish

Students pass this greeting to one another around the circle. The person beginning the greeting "reels" the fish around the circle. The student being greeted "reels" the fish around the circle. The student being greeted "reels" the fish around the circle. The student being greeted "reels" the fish around the circle.

### Warm Fuzzies

You may choose to pass this greeting to one another around the circle. However, I prefer to pass students randomly. Place a basket of popsicle sticks or cards with students' names in the center of the circle. Students take turns drawing names, then both parties drawing names give each other a compliment or "warm fuzzy."

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### Reel the Fish

PERFECT FOR ESTABLISHING CLASSROOM COMMUNITY

# Favorite Activities, Songs, and Games!

## BEGINNING of the Year

### Alive, Awake, Alert! Enthusiastic

**What You Need**  
No Materials Needed

**How to Play**  
The song is sung to the tune of "If You're Happy and You Know It". Sing the song to the tune of the song and then sing the words.

**Teacher's Note:** This song is a great way to get students excited and ready to learn. It is a fun song that can be sung in many ways.

**Alive, Awake, Alert!**  
Alive, awake, alert! Enthusiastic!  
Alive, awake, alert! Enthusiastic!

### Hot Potato

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. A "hot potato" (any small object) is passed around the circle. When the teacher says "stop", the student who is holding the "hot potato" must perform a task. The tasks can be as simple as "sing a song" or as complex as "write a sentence".

### Freeze Game

**What You Need**  
No Materials Needed

**How to Play**  
This is a game that can be played in many ways. It is a game that can be played in many ways. It is a game that can be played in many ways.

### Double-Double-This-This

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "double-double-this-this" and the students repeat the phrase. The teacher then says "double-double-that-that" and the students repeat the phrase.

### 20 Questions

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher asks 20 questions and the students answer them. The questions can be as simple as "What is your name?" or as complex as "What is your favorite color?"

### Pizza Hut

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Pizza Hut" and the students repeat the phrase. The teacher then says "Pizza Hut" and the students repeat the phrase.

### Chain Reaction

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher starts a chain reaction by saying "I am a teacher." The students then say "I am a student." The teacher then says "I am a teacher" and the students say "I am a student."

### Zip-Zap

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Zip-Zap" and the students repeat the phrase. The teacher then says "Zip-Zap" and the students repeat the phrase.

### Take Sides

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher asks a question and the students take sides. The teacher then asks a question and the students take sides.

### Cause and Effect

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher asks a question and the students answer it. The teacher then asks a question and the students answer it.

### Grandmother's Trunk

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Grandmother's Trunk" and the students repeat the phrase. The teacher then says "Grandmother's Trunk" and the students repeat the phrase.

### Here's My Rhythm

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Here's my rhythm" and the students repeat the phrase. The teacher then says "Here's my rhythm" and the students repeat the phrase.

### Shape Up

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Shape Up" and the students repeat the phrase. The teacher then says "Shape Up" and the students repeat the phrase.

### Coseeki

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Coseeki" and the students repeat the phrase. The teacher then says "Coseeki" and the students repeat the phrase.

### Firefly

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Firefly" and the students repeat the phrase. The teacher then says "Firefly" and the students repeat the phrase.

### Build a Story

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher starts a story and the students add to it. The teacher then starts a story and the students add to it.

### Campin'

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Campin'" and the students repeat the phrase. The teacher then says "Campin'" and the students repeat the phrase.

### I Never

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "I never" and the students repeat the phrase. The teacher then says "I never" and the students repeat the phrase.

### Guess Who I Am!

**What You Need**  
No Materials Needed

**How to Play**  
Students need to be seated in a circle. The teacher says "Guess who I am!" and the students repeat the phrase. The teacher then says "Guess who I am!" and the students repeat the phrase.

COLOR CODE FOR BEGINNING, MIDDLE & END OF THE YEAR

# Favorite Activities, Songs, and Games!

## MIDDLE of the Year

### AGREE DISAGREE

### SOMEWHAT AGREE SOMEWHAT DISAGREE

#### Black Socks

##### What You Need

How to Play  
Imagine you're in a room with socks. As you discuss, someone will bring you socks to try on. If you agree, you'll keep them. If you disagree, you'll give them back.

Black socks. How many pairs? The longer you wear them, the longer they get. Sometimes, they'll be white. But something made the socks saying not yet, not yet, not yet.

#### Toilet Tag

##### What You Need

How to Play  
Choose 2 students to be the "toilet" and the "tagger". The tagger will go around the room asking questions. If the student answers "yes", the tagger will go to the toilet. If the student answers "no", the tagger will go to the next student. The game ends when the tagger has visited all the students.

#### Q and A Rhythm

##### What You Need

How to Play  
All students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### This is a (Scarf)

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Joe's Button Factory

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Pass the Chicken

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Bippity Bop

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Crystal Ball

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Silent Line Up

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### NORTH SOUTH EAST WEST

#### Four Corners

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### What's Your Opinion?

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Sparkle

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Electric Hug

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### This is a Spoon

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Letter Train

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Pass the Mask

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Off My Back

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Quick Change

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Hands Up!

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Green Door

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Moose

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Magic Number

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Dr. Snooze

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Action Name

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

#### Co

##### What You Need

How to Play  
Students need to know how to play. The teacher will ask questions. The students will answer. The teacher will ask questions. The students will answer.

# EDITABLE CARDS

<b>What You Need</b>
<b>How to Play</b>



**What You Need**

**How to Play**

<b>What You Need</b>
<b>How to Play</b>

<p><b>FIRST CARD</b></p> <p>I Have...</p> <p>Who Has...</p>	<p>I Have...</p> <p>Who Has...</p>	<p>I Have...</p> <p>Who Has...</p>	<p>I Have...</p> <p>Who Has...</p>
<p>I Have...</p> <p>Who Has...</p>	<p>I Have...</p> <p>Who Has...</p>	<p>I Have...</p> <p>Who Has...</p>	<p>I Have...</p> <p>Who Has...</p>
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**Savages**

**What You Need**  
 (no Materials Needed)

**How to Play**

Student's need to be challenging is critical. One student is chosen to be "It." "It" goes around the circle as the rest of the group asks him questions, and questions per student. There is a 10- to 15-minute to each question. "Savages": The response must be given with a playful but a serious demeanor. The object of the game is to play the game to "It." It's crack to smile, usually for comedy questions, because the students that questions may be aggressive. One he smiles or laughs, he is down and the student who gets him to smile, he is laugh because the name "It."

# Gone Missing

<h2 style="margin: 0;">What You Need</h2> <p style="margin: 0;">100 Marbles (assorted)</p> <h2 style="margin: 0;">How to Play</h2> <p style="margin: 0;">Students need to be seated on the carpet or on their desks. Two students are sent out of the classroom. 3 remaining students in the classroom leave the circle and lie out of sight. When the two students return, they try to become the missing students. You might also choose to have all of the students that are missing leave something in classrooms (ex. glasses, blue jeans, soccer player, violin).</p>
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# Elimination

<p><b>What You Need</b></p> <p>No Materials Needed</p>
<p><b>How to Play</b></p> <p>Students spread out around the classroom. The teacher rolls a die and calls out the number. Students look across in groups matching the number on the die. For example, a 3 is rolled, students must connect in groups of three. Students who are not eliminated, and the die is rolled again.</p>

## Musical Chairs

# Tootie Ta

## What You Need

(No T.O.T. needed)

### How to Play

Students create the following, and add the actions:

- students and teacher together
- A looke-lo, a looke-lo, a looke-lo lo
- I see a looke lo, a looke lo, a looke lo lo

Teacher: "Tootie up!" (Students repeat and follow actions)

Teacher: "Bootsie looke!" (Students repeat and follow actions)

Chant reports, adding a new command and action each time:

**Ennefs together, Teef Apout, Head Back, Turn Around, Tongue Out**

# Beaver Call

**What You Need**  
No Math/No Reading

**How to Play**  
Students learn this song and the beaver call.

Beaver one, beaver off, let's all do the beaver call!  
Fur's 2! Beaver's called me! "Beaver's back!" "Make 1's!" "We found  
beaver!" We, beaver three, let's all sing the beaver call!  
1-2-3-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18-19-20-21-22-23-24-25-26-27-28-29-30-31-32-33-34-35-36-37-38-39-40-41-42-43-44-45-46-47-48-49-50-51-52-53-54-55-56-57-58-59-60-61-62-63-64-65-66-67-68-69-70-71-72-73-74-75-76-77-78-79-80-81-82-83-84-85-86-87-88-89-90-91-92-93-94-95-96-97-98-99-100-101-102-103-104-105-106-107-108-109-110-111-112-113-114-115-116-117-118-119-120-121-122-123-124-125-126-127-128-129-130-131-132-133-134-135-136-137-138-139-140-141-142-143-144-145-146-147-148-149-150-151-152-153-154-155-156-157-158-159-160-161-162-163-164-165-166-167-168-169-170-171-172-173-174-175-176-177-178-179-180-181-182-183-184-185-186-187-188-189-190-191-192-193-194-195-196-197-198-199-200-201-202-203-204-205-206-207-208-209-210-211-212-213-214-215-216-217-218-219-220-221-222-223-224-225-226-227-228-229-230-231-232-233-234-235-236-237-238-239-240-241-242-243-244-245-246-247-248-249-250-251-252-253-254-255-256-257-258-259-260-261-262-263-264-265-266-267-268-269-270-271-272-273-274-275-276-277-278-279-280-281-282-283-284-285-286-287-288-289-290-291-292-293-294-295-296-297-298-299-300-301-302-303-304-305-306-307-308-309-310-311-312-313-314-315-316-317-318-319-320-321-322-323-324-325-326-327-328-329-330-331-332-333-334-335-336-337-338-339-340-341-342-343-344-345-346-347-348-349-350-351-352-353-354-355-356-357-358-359-360-361-362-363-364-365-366-367-368-369-370-371-372-373-374-375-376-377-378-379-380-381-382-383-384-385-386-387-388-389-390-391-392-393-394-395-396-397-398-399-400-401-402-403-404-405-406-407-408-409-410-411-412-413-414-415-416-417-418-419-420-421-422-423-424-425-426-427-428-429-430-431-432-433-434-435-436-437-438-439-440-441-442-443-444-445-446-447-448-449-450-451-452-453-454-455-456-457-458-459-460-461-462-463-464-465-466-467-468-469-470-471-472-473-474-475-476-477-478-479-480-481-482-483-484-485-486-487-488-489-490-491-492-493-494-495-496-497-498-499-500-501-502-503-504-505-506-507-508-509-510-511-512-513-514-515-516-517-518-519-520-521-522-523-524-525-526-527-528-529-530-531-532-533-534-535-536-537-538-539-540-541-542-543-544-545-546-547-548-549-550-551-552-553-554-555-556-557-558-559-560-561-562-563-564-565-566-567-568-569-570-571-572-573-574-575-576-577-578-579-580-581-582-583-584-585-586-587-588-589-590-591-592-593-594-595-596-597-598-599-600-601-602-603-604-605-606-607-608-609-610-611-612-613-614-615-616-617-618-619-620-621-622-623-624-625-626-627-628-629-630-631-632-633-634-635-636-637-638-639-640-641-642-643-644-645-646-647-648-649-650-651-652-653-654-655-656-657-658-659-660-661-662-663-664-665-666-667-668-669-670-671-672-673-674-675-676-677-678-679-680-681-682-683-684-685-686-687-688-689-690-691-692-693-694-695-696-697-698-699-700-701-702-703-704-705-706-707-708-709-710-711-712-713-714-715-716-717-718-719-720-721-722-723-724-725-726-727-728-729-730-731-732-733-734-735-736-737-738-739-740-741-742-743-744-745-746-747-748-749-750-751-752-753-754-755-756-757-758-759-760-761-762-763-764-765-766-767-768-769-770-771-772-773-774-775-776-777-778-779-780-781-782-783-784-785-786-787-788-789-790-791-792-793-794-795-796-797-798-799-800-801-802-803-804-805-806-807-808-809-810-811-812-813-814-815-816-817-818-819-820-821-822-823-824-825-826-827-828-829-830-831-832-833-834-835-836-837-838-839-840-841-842-843-844-845-846-847-848-849-850-851-852-853-854-855-856-857-858-859-860-861-862-863-864-865-866-867-868-869-870-871-872-873-874-875-876-877-878-879-880-881-882-883-884-885-886-887-888-889-890-891-892-893-894-895-896-897-898-899-900-901-902-903-904-905-906-907-908-909-910-911-912-913-914-915-916-917-918-919-920-921-922-923-924-925-926-927-928-929-930-931-932-933-934-935-936-937-938-939-940-941-942-943-944-945-946-947-948-949-950-951-952-953-954-955-956-957-958-959-960-961-962-963-964-965-966-967-968-969-970-971-972-973-974-975-976-977-978-979-980-981-982-983-984-985-986-987-988-989-990-991-992-993-994-995-996-997-998-999-1000-1001-1002-1003-1004-1005-1006-1007-1008-1009-1010-1011-1012-1013-1014-1015-1016-

**Warm Fuzzies**

**What You Need**  
"Small poem poem body (one per student)"  
"coat"

**How to Play**

One student in a special seat in the front of the classroom holding an empty coat, the student might be the student at the front or it might be at the end of the day. "Now one small poem poem body to each of the remaining students." Student take turns approaching the student, considering him or her, and dropping their "Warm Fuzzy" in the coat. The appropriate response from the student is "Thank You."

## People to People

## Mirrors

<p><b>What You Need</b></p> <p>No Materials Needed</p> <p><b>How to Play</b></p> <p>Students need to be matched and arranged in partners. Partners face each other, hands up in front, palms down but not touching. Students take turn leading and following, with one student leading and the other following. The object is for the leader to move her hands and the follower to imitate as accurately as possible, similar to a reflection in a mirror.</p>
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# Singin' in the Rain

## What You Need

No Mallets, Needed

### How to Play

Skiddentooing along with the following actions:

I'm singin' in the rain, just singin' in the rain.  
We'll have a glorious time, in the rain. (Shake hands)  
Chk, chk-chk, chik, chik, chik-chk-yah! (Shake hands)  
We'll have a glorious time, in the rain. (Shake hands)  
Chk, chk-chk, chik, chik, chik-chk-yah! (Shake hands)  
We'll have a glorious time, in the rain. (Shake hands)

Teacher: "Bumba up!" Students echo: "Bumba up!"

Repeat song, adding these actions one at a time:  
elbow back, knees bent, knees higher, chest out, bottom out, head up, tongue out

# Arm Hockey

**What You Need**  
One or two balls (used in hockey sticks)<sup>1</sup>


**How to Play**

All children stand in a tight circle with their legs spread apart slightly wider than shoulder width. Students' feet touch one another but there is no space in the circle except for the space between their legs. Students are allowed to use only one arm (hockey stick) to try to hit the ball between someone else's legs (the goal). Students may also use their hockey sticks to "block" their legs. Teachers can also open the circle to create corner shots. When the ball goes through someone's legs, that student is eliminated and the circle moves closer.

### Win, Lose, or Draw

# Use Your Noodle

<p><b>What You Need</b></p> <p>Food noodles (one per pair of students)</p>
<p><b>How to Play</b></p> <p>Students work with partners to think of something they could act out while both holding the noodle. Partners then take turns pointing the class their creation and the class guesses the action. Allow all partners time to imagine how they "used their noodle."</p>



# Hoops

**What You Need**

*One hula hoop*

**How to Play**

Students need to be standing in a circle, all holding hula hoops. The teacher places a hula hoop between two students, making sure that opposed hands. The students move their bodies to pass the hoop around the entire circle while still holding hoops. The goal is to cooperate and communicate effectively, passing the hoop without letting go.

# END

of the Year

[illegible]

PERFECT FOR ESTABLISHING A CLASSROOM COMMUNITY

# SHARING POSTERS

## SHARING PROCEDURES

**Choose 3 classmates  
after sharing:**

- Question
- Comment
- Compliment
- Connection

**STUDENT:**

**"Thank you for listening."**

**CLASS:**

**"Thank you for sharing."**

## SHARING SCHEDULE

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

**EDITABLE**



**SHARE  
&  
TELL**

**MORNING MEETING**

<b>TODAY'S DATE</b>	<b>GREETING</b>
Type Here	
<b>SHARE</b>	<b>ACTIVITY</b>

# EDITABLE POSTER & PLANNING FORMS

**MORNING MEETING PLANS**

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Greeting					
Share					
Activity, Song, or Game					
Message					

**MORNING MEETING PLANS**

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Greeting					
Share					
Activity, Song, or Game					
Message					

# Morning Meeting Message Templates

EDITABLE for Every Month

