Name Train

Purpose: To learn and practice the names of the members of the group; to energize the group.

Skills: Communication, Cooperation, Listening, Patience, Paying attention, Team building

You will need...
- 4–30 players
- Early elementary age players
- Enough space for players to form an open circle

Before You Begin
- Prepare the reflection questions you will ask players in the debrief.

Directions

Introduce the game Name Train. Use this time to reinforce any established expectations that are important for players to remember during the game.

Explain that the objective of the game is to learn the names of the members of the group.

Ask players to stand in a circle.

Explain that the group is going to create a Name Train, with yourself as the first conductor.

Begin the game by chugging over to a player in the circle, making the sound of a train whistle along the way (“Woo! Woo!”). When you arrive, introduce yourself to that player by saying,

Hi! I'm _______! What’s your name?

After learning the player’s name, throw up your arms and chant the player’s name. For example, if the player’s name were Molly, you as the conductor, would shout “Molly! Molly! Molly, Molly, Molly!” Then, you turn around 180-degrees, Molly puts her hands on your shoulders, and you both chug over to another player standing in the circle.

When you reach that player, introduce yourself as you did before and ask for the player’s name. Before chanting the new name, introduce the new player to the other person in the train by saying,

This is _______.

When the new player has been introduced, you and the other player in the train chant the name.

As before, the two players in the train (you and Molly) make a 180-degree turn. Molly is now the conductor and the new player puts his/her hands on your shoulders.
DIRECTIONS CONTINUED

Each time a new player is introduced and joins the train, the previous player to be introduced becomes the conductor. Together, the growing train goes off in search of more players.

The game ends when all members of the group are part of the train. Explain to players that now they will reflect on how they experienced the game.

Debrief

Debrief the game with players. Remember, cooperative games are only as effective as your debrief. This is your opportunity to help players connect the game to personal experiences, actions, and beliefs. You will want to reinforce any skills or beliefs you are hoping players will carry beyond the game.

For more on facilitating debriefs, refer to the Debriefing Tip Sheet on our Digital Activity Center.

We’ve included some suggested questions below to get you started.

Ask:

- What happened during the game?
- Why is it important to know the names of the members of our group?
- How does this game help to make our community more peaceful?

Thank players for their participation.