Lesson Title	Grade ¾ Get to Know Me Activity		
Subject/ Grade Level	Grade 3/4	Time Duration	40 minutes 2:46-3:25
Unit (Organizing Ideas)	N/A	Teacher	Abbey Ford

<b>Exit Slip Question</b>	Tell me something I should know about you!

## MATERIALS NEEDED FOR LESSON

- Sticky Notes
- Pencil for each student

PROCEDURE		
	Lesson	Time
Attention Getter	• Introduce myself and explain how we're gonna play a few fun games so I can get to know them better.	
Body	<ul> <li>Alliteration Camping Game</li> <li>Get students to stand in a circle outlining the room</li> <li>Explain how we are going on a class camping trip and we are creating a list of things that we are going to bring.</li> <li>Explain how you are going to say your name and then something that you would like to bring</li> </ul>	

- The secret rule of the game is that the students must bring a item that begins with the first letter of their name.
- Ex: "My name is Miss Ford and I am going to bring food" "I'm Bob and I'm going to bring a tent" "i'm sorry Bob, you can't bring a tent".

## **Expectations**

- Ask students to quietly return to their desks
- Ask students how they think they should treat me as their student teacher and write them on the board
- Review attention getters
  - > "waterfall, waterfall!" "Shhhhh"
  - ➤ "Marconi cheese!" "Everybody freeze!"
- Practice these with students pretending to talk and then grabbing their attention with the call and responses

## **Guess the Leader**

- Ask students to make a circle around the room
- One student will be the detective, one student will be the leader, and the remaining students are the followers.
- The leader is in charge of setting a pattern for the class to follow (ex: clapping, tapping shoulders, stomping feet) and the rest of the students must follow. As the leader switches actions, the followers must follow. The detective must guess who the leader is. Explain how the followers have to protect their leader by not giving away who it is by obviously watching them the whole time. Also, reiterate that this is a "no talking" game.
- Pick who is the detective and ask them to go face the wall while the leader is picked.
- Pick the leader and ensure all students know who it is.

<ul> <li>Ask students to return to their desks</li> <li>Hand out a sticky note to each student</li> <li>Have all students write their name on it, ask them to put their hands on their head when they have done so.</li> <li>State the exit slip question, tell them to write their answer not heir sticky note and to stuck it on the white board when they are finished.</li> </ul>
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