

A - Name Games



Name Games

A game that makes use of the participants' names. This is helpful for a facilitator who may never have met the group before and also creates introductions for participants who may never have met before.

First Notes Resource Pack

Category Cards

Cat_A_Name Games

sound 

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What's Your Name?

Equipment

Drum with beaters, sticks or hands for playing

Musical Links

All Name Games

Act_C_Pulse & Tempo_07

Act_D_Rhythm_03

Act_D_Rhythm_05

Act_D_Rhythm_06

Act_E_Dynamics_01

Act_G_Composition_02

Musical Extensions

The children can be grouped together according to the number of syllables in their name. The song is sung again and all the single syllable children clap together 1 time. Repeat the game for 2,3 and 4 syllable names.

Description

This is a good game to play whilst taking the register. The children are sat in a circle. Based on the tune for 'Hot Cross Buns', everyone sings together:

"What's your name?"

Tap your name

Pass the drum around the ring

And tap your name"

Tap out the syllables of your name after the last line of the song. Pass the drum to the child sat next to you who is asked to tap out their name after the song is sung again. Continue the game until every child has tapped their name.

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What's Your Name? - Foundation Stage Notes

Area of Learning: Creative Development

Aspect 2: Early Learning Goals for Music

Stepping Stones:

2a Join in favourite songs

2e Sing a few simple, familiar songs

2g Tap out simple repeated rhythms and make some up

2k Explore the different sounds of instruments

2m Recognise and explore how sounds can be changed, sing simple songs from memory, recognise repeated sounds and sound patterns and match movements to music

Links to other areas of learning

Area of Learning: Communication, Language and Literacy

Aspect 3: Early Learning Goals for Linking Sounds and Letters

Stepping Stones:

3a Enjoy rhyming and rhythmic activities

3b Distinguish one sound from another

3i Play alongside other children who are engaged in the same theme

Area of Learning: Communication, Language and Literacy

Aspect 6: Early Learning Goals for Handwriting

Stepping Stones:

6a Engage in activities requiring hand-eye coordination

Area of Learning: Physical Development

Aspect 5: Early Learning Goals for Using Tools and Materials

Stepping Stones:

5a Engage in activities requiring hand-eye coordination

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