Kennenlern- und andere Spiele

Viele viele Spiele!

Getting to know each other games

Riding catchis:

Pair or piggyback catchis. When a hunted pair is caught, they switch roles (rider becomes horse) and become the catcher.

- Only rider may catch

On the whistle, all pairs must switch roles

My right place

One seat in the circle is empty. The player to the left of it says, "My right seat is empty, I wish Andi here." Now Andi sits down in that seat, and the player who was previously sitting to Andi's left continues.

Who am I?

Each player gets a piece of paper with the name of another player pinned on his back. Now questions must be asked to find out what name you are. Questions may only be asked in such a way that a yes or no answer can be given.

Newspaper punch

The children form a circle and in the middle stands a child with a rolled up newspaper. His job is to hit a called player before that child has called another. Whoever is hit before he can react must relieve the bat.

Special Characteristics

We look around the circle. Then everyone says their name and something that sets them apart from everyone else (e.g., "I have the curliest hair" or "I own the smallest pair of glasses" ...)

- Who remembers who said what at the end?

Spider's web

All the children stand spread out in a room. A ball of wool is thrown to a random child. However, the thrower holds the end of the yarn. The catcher must now tell something about himself (hobbies, name, place of residence, family ...). Now the ball is thrown from child to child until a spider's web is formed.

Other games (see PDF file):

- when the children are tired
- to calm them down
- when waiting
- in the cold
- quite calm
- to learn to stick together
- to distract
- to let off steam

Getting to know each other and other games
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