

Circle Swap - Levels F-3

STAY
ACTIVE

To help students learn each other's names, practise sharing facts, and enjoy moving together in a fun and inclusive way.



Learning Intentions

Say my name:

Students become comfortable saying their name so their classmates know who they are.

Share something about me:

Students aim to share or show one thing about themselves.

Join in movement:

Students aim to move safely and happily when it is their turn.



Success Criteria

I can say my name to the group.

I can join in the movement (jump, clap, or another action).

I can listen and take turns when others share.

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Duration: 10 minutes

Objective

To help students learn each other's names, practise sharing facts, and enjoy moving together in a fun and inclusive way.

Players

- Whole class or small groups.

Materials

- A clear, safe space to make a circle.
- Optional: simple props (e.g., a scarf or ball to pass).

Setup

1. Ask students to make a circle.
2. Choose one student to stand in the middle.
3. Remind everyone to keep enough space between each other to move safely.

Gameplay / Activity Steps

Step 1: Introduce Yourself

- The student in the middle says their name: "*My name is Mia.*"
- They share a fact, or the teacher can provide a simple prompt (e.g., "I like ice cream," "I have a pet," "I like to jump").

Step 2: Join In

- Any student who is the same (e.g., also likes ice cream) does the action together: jump, clap, or a big wave.
- Those students then swap across the circle to a new spot, saying their name as they move.

Step 3: New Centre Student

- Someone who swapped places becomes the new person in the middle.
- The game repeats until many students have had a turn.

Step 4: Add Movement Fun

- Between turns, the teacher can change the action for everyone:
 - Jumps
 - Star shapes
 - Claps
 - Tiptoes across

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Reflection Prompts

- "What did you enjoy sharing about yourself?"
- "How did it feel when someone else said, 'Me too!'"
- "What's one new thing you learned about a classmate?"

Winning the Game

There are no winners. The goal is for everyone to share their names, learn about each other, and enjoy moving as a group.

Variations

- **Younger Students:** Provide picture prompts (e.g., pets, food, toys) to help them choose what to share.
- **Fitness Edition:** Add a quick exercise before swapping spots (e.g., two star jumps).
- **Teamwork Edition:** Have pairs stand in the middle together and share something.

For Wheelchair Users / Accessibility

- Adapt actions to include clapping, waving, spinning, or using a prop to signal "me too."
- Ensure the circle is wide enough for safe and easy movement.

Notes for Inclusion

- Accept sharing in different ways: spoken, shown with a gesture, or held up on a picture card.
- Encourage cheering or clapping when someone shares, so all students feel celebrated.
- Keep the activity light, fun, and supportive to build confidence and belonging.

