

LESSON: People to People**GRADE:****K****OBJECTIVES:****Social Studies****Behavioral Sciences-****SS.K-2.BS.2 Understand all people have individual traits.**

- Understand that people are alike and different in many ways.

SS.K-2.BS.3 Understand interactions between self and the peer group.

- Understand that people often choose to do certain things their own way.

Physical Education

- **P.E. Standard 6** - Values physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.

MATERIALS & RESOURCES:

- None

PRESENTATION:

Tell your students that you're going to play a game with them and that the goal will be to pair up with as many different people in the class as they can. Have them think of a fun fact about him or her or something no one else in the class knows. They'll share this fact with people as their pair up.

DIRECTIONS:

1. Have students stand in a random configuration. There is no need to move desks; if you stand in the rows, it will make the action interesting and challenging. If you have an even number of people, add yourself into the mix.
2. Have kids choose a partner; if they take a long time, tell them these are not partners for life, just for a few minutes.
3. Start out being the "caller" unless you have someone with experience to do it. The caller yells out different body parts, such as hand-to-hand, knee-to-knee, foot-to-foot, or head-to-head. Or they can holler, "hand to knee" or "elbow to hip". Participants follow these directions with their partners and touch an elbow to their partner's hip.

4. The caller calls out several different arrangements. You can have participants hold each pose throughout (this is the twister version) or one at a time.
5. When the caller is ready to mix into the game again, she calls, “People to People” and all participants find a new partner while the caller does her best to grab someone who is now solo. Have the children share their “fun fact” with their new partner.
6. Whoever doesn’t have a partner becomes the new caller and repeats the process. Play as long as no one seems bored.
7. If the group has completed their mind maps, have each student share their mind map with their last partner.

TIME:

30 min.

PROCESSING THROUGH THE SIX PILLARS:

WHAT?

- What happened when “People to People” was called?

SO WHAT

- Is it easy or difficult to “attach” yourself to a player other than your usual group of friends?
- How can you be more comfortable in joining groups?

NOW WHAT

- How might you invite others to join your circle of friends or work with you on a project?