

ACTIVITY 5

MeUUMe¹ (Name Game)

Purpose: Learn the proper pronunciation of names and start to build a positive group culture where advisees feel and are known.

APPROXIMATE TIME:

15 minutes

MATERIALS: NONE

ADVISOR NOTES:

Choose “Get to Know You” Activities with Care

Name games can be anxiety-producing for many students, especially games that put them on the spot to think of something clever, require them to remember and recall new information, or involve a coordination challenge such as catching a ball. When meeting a new group of peers, what many adolescents desire most is to fit in and not stand out by saying or doing the “wrong” thing. For this reason, we recommend that you choose get-to-know-you activities that are fun, low-threat, low-vulnerability, and don’t require any special knowledge or skill, while at the same time providing opportunities for advisees to meet each other in pairs and small groups. In these less threatening situations, your advisees will be more likely to engage in authentic and meaningful conversations, while at the same time retaining what they are learning about their peers.

PROCEDURE:

1. Explain How the Game Works

- Instruct advisees to stand in a straight line. There should be room for the line to grow from one end. It might need to round corners in the small space during the activity.
- The first advisee in line (e.g., Bao) turns to the second person (e.g., Amara) and follows the name process of “Me-You-You-Me” (MeUUMe) as outlined:
 - Bao says his own name: Bao
 - Amara says her own name: Amara
 - Bao says Amara’s name: Amara
 - Amara says Bao’s name: Bao
- Bao then moves on to the third person in the line, the fourth, and so on.
- After the first person has passed by, the second person starts by addressing the third person, and so on. The first person joins the end of the line, and the game finishes when the last person from the original line has had their turn at introducing themselves to each person in the group.

¹ “Icebreakers and Name Games,” Orange County Department of Education, accessed May 30, 2019, <https://ocde.us/EducationalServices/STEMandHumanities/AVID/Documents/icebreakers.pdf>.

- Encourage your advisees to maintain eye contact when introducing themselves to their partner. It is good practice for interviews!
- Tell your advisees that if they forget the order of the introduction, they should think of the name of the game: MeUUMe, or Me, You, You, Me. You might want to write “MeUUMe” on the board to help them remember the pattern.