

## ACTIVITY 6

# Concentric Questions

**Purpose:** Learn each other's names and start to build a positive group culture where advisees feel known and are known.

**APPROXIMATE TIME:**

15 minutes

**MATERIALS:** NONE

**ADVISOR NOTES:**
**1. 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.

**2. Familiarize Yourself with the Concentric Circles Teaching Strategy**

This activity uses the **Concentric Circles** teaching strategy, which you can learn about at [facinghistory.org/advisory-media](http://facinghistory.org/advisory-media). If there isn't room for advisees to form a circle in your classroom, have them form two parallel lines.

**PROCEDURE:**
**1. Explain How the Concentric Questions Activity Works**

- Before asking your advisees to move into two concentric circles, explain that they will introduce themselves and have short paired conversations that respond to questions you will provide. Each advisee will have 30 seconds to answer the question (or longer if you prefer, as long as both circles have equal time).
- Have the group form two concentric circles facing each other, and explain that after each round, one of the circles will move in a clockwise direction so that everyone is with a new partner for the next round. Advisees should start each round by introducing themselves to each other and end each round by thanking their partners.
- After one time around the circle, you can challenge your advisees to start the next loop by saying, "Hi, \_\_\_\_\_ (name)" if they remember the name of the individual across the circle from them. Alternatively, you can mix them up and create two

new circles so they meet with some new advisees for the second round. Repeat the process until you run out of questions or are ready to move to the next activity.

## 2. Play the Game

Choose from the following set of questions, or create your own. Then project or say one question per round.

- Who was your childhood favorite character from a book, show, or film, and why?
- What makes you laugh?
- If you could run the school cafeteria for a week, what would you serve?
- If you could travel anywhere in the world, where would you go?
- If you could be a character in a movie—any kind of movie—who would you be, and why?
- What is something that you would like to learn how to do?
- If you could only eat one meal or food for the rest of your life, what would it be?
- What's the nicest thing anyone has done for you?
- If you could visit any time in history, when would it be?
- What would you do with your Saturday if the Internet went down (everywhere) for 24 hours?
- Where do you see yourself in five years?