

ACTIVITY 8

Like Peanut Butter and Jelly

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

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 students 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. Support English Language Learners

English Language Learners may need additional support to understand their role and find their partner. Circulate during the activity to help as needed until you are confident that everyone has an idea of the pair they are looking for.

3. Prepare Materials in Advance

For this activity, you will need one copy of the handout **Role Cards for Like Peanut Butter and Jelly** that you cut along the dotted lines.

APPROXIMATE TIME:
15 minutes

MATERIALS:
 **HANDOUT**
Role Cards for Like Peanut Butter and Jelly

PROCEDURE:

1. Explain How the Game Works

- Pass out one role card from the **Role Cards for Like Peanut Butter and Jelly** handout to each advisee and tell them not to show it to anyone. Then let them know that this game has two objectives: find the person whose role pairs with their own and start to get to know that individual.
- Explain that in order to find their partner, they need to circulate and ask "yes" or "no" questions. For example, they might ask, "Are you a candy bar?" They can ask one "yes" or "no" question and then move to a new advisee. They should not stay with one person and keep asking questions until they figure it out.

- Once they find their match, the pair should move off to the side and sit down for a conversation in which they introduce themselves and learn three new things that they do not know about their partner. Let them know that they will be introducing their partner and sharing what they learn with the group.

2. Play “Like Peanut Butter and Jelly”

- Instruct your advisees to start mingling. Circulate to make sure they are only asking “yes” and “no” questions. As they move to sit together, remind pairs that they should introduce themselves and learn three new things about each other.
- Once everyone has finished their conversations, have the group move into a circle. Advisees should reveal their roles (if the group doesn’t know), introduce their partner to the group, and share one thing they learned about their partner.
- End the activity by taking the same risks your advisees did and sharing three things about yourself that they probably don’t know about you.



Role Cards for Like Peanut Butter and Jelly

Directions: Before the advisory meeting, cut along the dotted lines to make role cards for each advisee.

Salt	Pepper
Fork	Knife
Circle	Square
Jupiter	Mars
Batman	Wonder Woman
Ocean	Lake
Yellow	Green
Ford	Chevrolet
Elephant	Giraffe
Airplane	Train
Soccer	Volleyball
Coca-Cola	Sprite