Peek-a-Who

In this activity, students will line up on either side of a sheet and will try to quickly say the name of their classmate standing across from them when the sheet is dropped.

<table>
<thead>
<tr>
<th>Grade Level</th>
<th>Grades 5 - 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity Time</td>
<td>15 minutes</td>
</tr>
<tr>
<td>Preparation Time</td>
<td>None</td>
</tr>
<tr>
<td>Grouping</td>
<td>Divide the class into two groups</td>
</tr>
</tbody>
</table>

Objective

As a result of this activity the students will be able to:

- Practice each other's names

Materials

Per Class:

- A large opaque blanket or sheet

Directions

Version 1: Face to face

1. Once you've divided the class into 2 teams, ask 2 students (1 from each team) to hold the sheet so that the bottom touches the floor.

2. Have the teams kneel or crouch down on either side of the sheet so they cannot see the other team. There should be a few feet clear on either side of the sheet.

3. Ask each team to quietly choose one person to send to the sheet. That person sits a few inches away from the sheet, facing it.

4. After each team has a member facing the sheet, the 2 students holding the sheet count to 3 and then drop the sheet. The students who are then facing each other try to say the name of the other person before the other person says her name.

5. In this version, the rest of the team is not allowed to help. Whoever says the other person's name first, wins, and the loser goes to the winning team. The goal of the game is to get everyone on the same team, but that does not have to happen.
Peek-a-Who

Version 2: Front to back

1. In this version, the teams will take turns guessing. Team A will nominate a guesser and she will sit with her back to the sheet.

2. Team B will nominate a student whose identity the guesser will try to figure out. She will sit facing the sheet (she should be sitting directly behind the student from Team A)

3. After each team has a member at the sheet, the 2 students holding the sheet count to 3 and drop the sheet.

4. Team A will describe the student from Team B to the guesser. If the guesser correctly identifies the student from Team B, then Team A gets a point.