

## *My Name is Molly...*

**Objective:**

To learn each others' names by using mnemonic devices and to test memory capacity. This game is an adaptation of the old memory games such as "Grandmother's Trunk" and "I Packed My Bag."

**Players:**

minimum of 3 (Maximum depends on age level and time constraints; however, 10 to 20 can be fun for children 8 and up.)

**Ages:**

6 and up

**Materials:**

none

**Setting:**

a room with chairs arranged in a circle, square, or other simple configuration.

**Directions:**

In this game, players get to know each other by associating their first names with animal names that begin with the same letter.

Arrange chairs in a circle or other simple configuration, and designate one player to be the first to introduce himself. That player begins by saying, "Hello. My name is (first name), and I like (name of an animal that begins with the same letter). The second player must reintroduce the first player, repeating his name and animal, e.g., "His name is... (Harry) and he likes... (hyenas)." Then the second player gives her name and the animal she likes that begins with the same letter. Each time a new player introduces him/herself, that player must first repeat, in order, the names and animals

of all of the previous players. Go around the group until each person has had a turn, ending with the first person. If time permits, go around a second time so that everyone can have an opportunity to repeat the names and animals of *all* players. Players may assist any person who forgets a name by giving a hint such as the first letter of the player's name or the second letter of the animal's name. Players whose names start with the same letter must choose different animals.

Older participants may enjoy this more challenging adaptation: Players give their name followed by a verb *and* animal name, all beginning with the same letter, thus making funny, nonsensical sentences like "My name is Terri and I tickle tigers."