SANFORD HARMONY EARLY CHILDHOOD

SKU# QCC-EC-4553

QUICK CONNECTION CARDS CONTAIN IDEAS FOR BRIEF DISCUSSIONS AND ACTIVITIES THAT PROVIDE PEERS WITH OPPORTUNITIES TO SHARE, THINK, COLLABORATE, AND HAVE FUN TOGETHER

Quick Conversation Cards

Discussion questions that allow students to get to know one another

Ouick Collaboration Cards

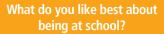
Ideas for fun activities that promote joint problem solving and cooperation

Quick Community Builders

Enjoyable activities designed to bring students in the classroom together to work and play as a team

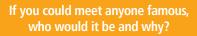
For more great resources to help build harmony in your classroom, visit





Do you think it is harder to be a kid or an adult?

Why?



If you could give a gift to anyone in the world, who would it be and what would you give him or her?



What is your favorite snack food?

What is your favorite meal for dinner?

Who makes it and who eats it with you?

What is something you and your current buddy have in common?

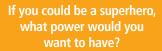
What is something that makes you different?







What do you like best about summer?



What would you like to do when you grow up?

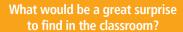
Why?











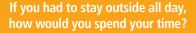
What is something you wish you were old enough to do?

Why?























Would you rather be inside or outside?

Why?

Do you have any brothers or sisters?

How many?

If not, do you think you would like to have brothers or sisters?

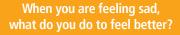




What do you do to not be so afraid?

What hurts your feelings?

What did you do the last time your feelings were hurt?



What pet(s) do you have or wish you had?



What is your full name?

Do you know how or why your name was chosen?

What is your favorite time of day?

Why?

If you could spend the whole day with just one person, who would it be?

What would you do?

What is your favorite memory of something that happened at school?

Why is that memory special to you?



If you could go anywhere in the world, where would you go?

Why?





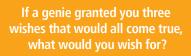


If you could be invisible, where would you go?

What would you do?

What is your favorite color?

What do you wish you could have in that color?

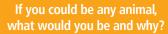


Which of the four seasons do you like most – winter, spring, summer, or fall?

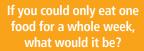
Why?











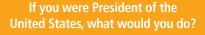
Would you rather travel to outer space or under the sea?

Why?

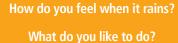


What would it taste and look like?









What jobs do the people in your life have?

Have you ever gone to work with anyone?

What is something that you have for dinner that you really don't like?

What do you do when that is for dinner?



Have you had to do anything that made you feel nervous or worried?

What was it?

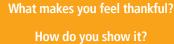






What is something that makes you laugh?

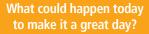
What has made you feel proud?



Would you rather visit the beach or the mountains?

Why?





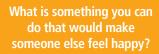


What is your favorite kind of celebration?

What do you do during this special occasion?

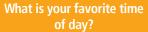
If you could be on a TV show, which one would it be?

Why?





What is your favorite kind of weather?



What is your favorite classroom job?











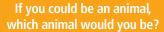
SANFORD HARMONY CONVERSATIONS



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How do you get to and from school?

SANFORD HARMONY CONVERSATIONS



SANFORD HARMONY CONVERSATIONS

If you could be a grown up for a day, what would you do first?

SANFORD HARMONY CONVERSATIONS



KEEP IT UP

Toss a balloon back and forth with your buddy. Keep it off the floor as long as possible.

Materials: Balloons

BODY ALPHABET

Form letters of the alphabet with your buddy using just your bodies.

BUILD IT TOGETHER

Build a tower with your buddy.

Materials: Blocks, books, or other manipulatives

CREATE A RAINBOW

Draw a rainbow with your buddy using only primary colors (red, yellow, and blue).

Hint: primary colors can combine to make secondary colors.

Materials: Paper and red, yellow, and blue crayons

CREATURE CREATION

Create a creature with your buddy using one piece of aluminum foil and six pipe cleaners.

Materials: Aluminum foil and pipe cleaners

HOW MANY CAN YOU NAME?

Work with your buddy to list as many types of desserts as you can.

Materials: Paper and pencils

SCAVENGER HUNT

Search the room with your buddy to find something _____ (e.g., smooth, red, that starts with the letter "d").

PUPPET SHOW

Turn a favorite story into a puppet show with your buddy.

Materials: Puppets

BUDDY TRAIL

Walk with your buddy down an imaginary trail and pretend to help each other through obstacles (e.g., walk through mud, over fallen trees, through rain/wind).

MOVE IT, MOVE IT

Face your buddy and jog, dance, or clap quickly while your buddy does the same thing slowly, then switch speeds with each other.

COPY CAT

Take turns creating a pattern of movements for your buddy to repeat (e.g., jump, wiggle, clap).

EVERY OTHER ABCS

Write the alphabet with your buddy, switching turns with each letter.

Materials: Paper and pencils

PUZZLE PARTNERS

Put a puzzle together with your buddy.

Materials: Puzzles

UP IN THE SKY

Look at the clouds with your buddy and describe what you see to each other.

LIST BY LETTER

Work with your buddy to list as many words as you can that start with the letter__.

RHYME TIME

Work with your buddy to create a list of words that rhyme with ______.

SPORTS IN ACTION

Act out a partner sport with your buddy (e.g., throw & catch, hit & catch, row together).

MIRROR, MIRROR

Take turns mirroring your buddy's actions.

IF YOU'RE BUDDIES AND YOU KNOW IT

Sing, "If You're Buddies and You Know It," to the tune of "If You're Happy and You Know It." Incorporate movements you can do to interact with your buddy (e.g., if you're buddies and you know it, give a high five).

WIGGLE THIS, WIGGLE THAT

Take turns naming different parts of the body that your buddy has to wiggle.

WALK THIS WAY

Take turns walking around your buddy like the animal that your buddy names.

MADE YOU LAUGH

Try not to laugh for as long as possible while your buddy stares or makes silly faces at you. Then, switch turns.

MATCHING MARCH

Link arms with your buddy and march in unison to the beat of the music.

Materials: Music

BUDDY BRACELETS

Design, create, and exchange bracelets with your buddy.

Materials: Beads, string, or pipe cleaners

STICKER COLLAGE

Create a sticker collage with your buddy.

Materials: Stickers and paper

BUDDY BALL

Play catch with your buddy by tossing a ball back and forth.

Materials: Balls

NATURE WALK

Explore the outdoors on a nature walk with your buddy.

BUDDY BUBBLES

Take turns blowing and popping bubbles with your buddy.

Materials: Bubbles

BUDDY CARDS

Create and exchange cards with your buddy.

Materials: 3"x 5" cards, crayons, or markers

FREEZE DANCE

Dance around the room, and when the music stops, or your buddy says, "freeze!" you have to freeze in place.

Materials: Music (optional)

SILLY STORIES

Write and illustrate a silly story with your buddy.

Materials: Paper, pencil, and crayons

PICNIC PLANS

Plan an indoor or outdoor picnic with your buddy.

Materials: Paper and pencil (optional)

BUDDY HELPERS

Work with your buddy to help clean up your classroom or the playground.

BUDDY INTERVIEWS

Interview your buddy about likes and dislikes.

UPCYCLE

Gather recyclables with your buddy and use them to create a robot together.

Materials: Recyclable materials

BUDDY BOOKS

Read a book with your buddy, taking turns with each page.

Materials: Books

I SPY

Describe something you see in the classroom, by saying, "I spy something (e.g., green, square, big, etc.)." Your buddy then has to guess which item you are describing.

FRIENDSHIP ART

Paint or draw a friendship mural with your buddy.

Materials: Large paper, crayons, markers, or paint

BUDDY DANCE

Make up a dance with your buddy.

Materials: Music (optional)

SIMON SAYS

Play "Simon Says" with your buddy. Give directions for your buddy to do something by saying, "Simon says" first, e.g., "Simon says touch your toes, Simon says spin in a circle." If you give a direction without saying, "Simon says" first, and your buddy does it, he or she loses the game. Take turns being "Simon."

PARTNER PORTRAITS

Draw or paint a portrait of your buddy.

Materials: Paper, crayons, markers, or paint

BUDDY PHOTO BOOTH

Take silly pictures with your buddy.

Materials: Camera

BUDDY BUCKETS

Play catch with your buddy using buckets instead of your hands.

Materials: Buckets and balls

BOUNCING BLANKETS

Use a small towel to bounce a ball up and down with your buddy.

Materials: Dish towels, balls

WHEELBARROW

Hold your buddy's feet while he or she walks on his or her hands, and then switch places.

ROUND AND ROUND

Gather several classroom items with your buddy that you think may roll.

Next, try rolling different objects back and forth to one another.

Materials: Classroom Items

DRAWING DOWN UNDER

Draw a picture with your buddy on a piece of paper that is taped to the underside of a table.

Materials: Paper, tape, crayons, or markers

SANFORD HARMONY COLLABORATIONS

PEEKABOO PENNIES

Guess which hand your buddy has hidden a penny. Switch turns.

Materials: Penny

SANFORD HARMONY COLLABORATIONS

BUDDY HANDSHAKE

Create a buddy handshake with your buddy.

DUCK, DUCK, WHAT?

Students sit in a circle, while one person walks around, taps each student's shoulder, and says, "duck," each time. When the person says a different animal, the child who was tapped must get up and chase him or her around the circle, acting like that animal, until the person being chased reaches the open spot in the circle and sits down.

SMILE

Pass a smile around the circle.

Materials: Chairs (optional)

DO THE WAVE

In a large circle, one person begins by lifting his or her hands into the air and bringing them back down, and is quickly followed by the next person, followed by the next (and so on), creating a "wave" around the circle.

WHAT'S MY JOB?

Each person is secretly assigned an occupation (each occupation is assigned twice). Next, everyone acts out their job while searching for their occupation match. When everyone is sitting silently with their match, pairs reveal their occupation.

Materials: Index cards with the names of occupations

HOP AND BREAK

Start with one person as the announcer and everyone else as hoppers. When the announcer says, "Now hop!" everyone hops up and down around the room. When the announcer calls out, "break" and a number (e.g., "break four!"), everyone quickly breaks into groups of that number.

CHANGE THE BEAT

One person begins by creating a beat, using only his or her body. Everyone follows for five repetitions, then the next person in the circle changes the beat and/or sound, leading the group for the next five repetitions. Continue until everyone has a turn.

PASS IT

Sitting in a circle, the group has to quickly pass the ball as the leader calls out different instructions (e.g., pass behind your back, pass to every other person, move closer together, move farther apart, etc.).

Materials: Balls

CLAP, SLAP, SNAP

One person starts as the leader and creates a clap, slap, snap pattern for the whole group to follow. Switch leaders and repeat.

BODY BALL

Two students stand together and listen for the announcer to call out two body parts to connect (e.g., "elbow to nose"). After all pairs connect, the announcer says, "Switch," and everyone must find a new partner. The last person to pair up becomes the new announcer.

FOLLOW THE LEADER

Form one line with your hands on the shoulders of the person in front of you. Everyone follows the leader as he or she navigates the classroom. Switch leaders and repeat.

WHAT'S THE WEATHER?

The announcer names different types of weather (e.g., light rain, snow, lightning, blizzard, breeze) that everyone acts out (silently or not). Rotate announcers and repeat.

HOLD THAT POSE

One person starts as "it" and calls freeze for everyone else to act like statues.

He or she then tries to make the statues break out of character and laugh. The first to laugh becomes "it" for the next round.

WHO'S THE LEADER?

One person is "it" and leaves the room (or closes eyes and covers ears in the corner). The rest of the group picks a leader, who will begin doing a movement (e.g., tapping feet, clapping hands). When the leader begins a new movement, everyone must switch as well. The person who is "it" rejoins the group and has to quess who is the leader.

MARCHING BAND

Each buddy pair chooses a different musical instrument to pretend to play, and the whole group acts out a marching band.

Materials: Music (optional)

POPCORN

Everyone slowly walks around the room. Once everyone has spread out, the chosen announcer calls out a number and an object (e.g., "two, rocking chair!"). Those who are walking must form groups of that number and create that object with their bodies. Switch announcers and repeat.

BALL TOSS

While holding a ball, one student announces a category (e.g., sports, plants, presidents, celebrities). That person names something that belongs in that category, then tosses the ball to someone who then has to quickly name something else in that category, before tossing the ball to someone else.

Materials: Ball or wadded paper

CHARADES

A student chooses a card from a deck of picture or word cards. He or she then acts out what is on the card, and the group guesses what it is.

Materials: Cards with pictures or words

SILENT SQUEEZE

Form a circle with everyone holding hands. One person starts a "silent squeeze" (e.g., short, long, gentle) that students must pass on exactly as they receive it. The person who started announces whether the squeeze made it around the circle without changing.

WHAT'S MY LINE?

Describe and draw curved, straight, and zigzag lines on paper or a whiteboard. Challenge children to stand together and demonstrate the different figures.

Materials: Paper and pencil

WHERE'S MY HERD?

Everyone is randomly assigned an animal (assign two or more people the same animal). When the leader says, "go," everyone begins making the sound of their animal while listening to find and stand with the rest of their "herd."

Materials: Index cards with the name of an animal

SHAPE SHIFTERS

The leader calls out a number and an object, and everyone must quickly get into groups of that number and arrange their bodies to create the object.

HEIGHT ORDER

Students work together to get in order according to height.

CATEGORY CALL OUT

The caller announces a category (e.g., favorite color, favorite food). Everyone goes around the room, sharing their answers, and forming groups based on like answers as fast as possible.

OVER, UNDER, AROUND, AND THROUGH

Everyone lines up with their hands on the person's shoulders in front of them. The line leader navigates throughout the classroom calling out, "over," "under," "around," or "through" (e.g., over the book, around the chair, under the table, through the door). Each succeeding person repeats the directive and acts it out, and it continues down the line.

CIRCLE THE CIRCLE

Everyone stands in a circle and joins hands with a hula-hoop placed over the arm of one person. The challenge is to find a way to move the hula-hoop all the way around the circle while keeping hands joined.

Materials: Hula-hoop

HUMAN KNOT

Standing in small groups, students randomly grab two other hands. Next, they must work together to unravel the knot without letting go of any hands.

SHRINKING ICEBERG

Place squares on the floor to create one large "iceberg."
Everyone stands on the iceberg without touching the ground outside of it. Take away one square at a time. If one foot touches outside the iceberg, the student is out.

Materials: Carpet/cardboard squares, or small blankets

SILENT ORDER

Everyone is randomly assigned a number and then must line up in order without talking.

WHAT GOES DOWN

Students stand in two lines that face each other. Everyone holds out an index finger facing up so that the fingers form a line down the center.

A yardstick (or other object) is placed across the outstretched fingers, and the group must lower the yardstick to the floor together without it falling.

Materials: Yardstick or other large, light, stiff object

COUNT OFF

Go around the circle with each person counting off sequentially. Next, everyone must close their eyes and count again - listening for their turn.

HUMAN WORD SEARCH

Give each child a piece of paper with a letter on it. Challenge children to combine their letters to form a word.

Materials: A piece of paper with a letter on it

KEEP IT UP

Pass a balloon around the circle without skipping over anyone and without letting it drop. Each student may only touch the balloon one time, with one hand.

Materials: Balloon

CATCH ON

Choose a topic (e.g., vegetables) and toss a ball, naming something from the category with each catch. When someone repeats an item or can't think of something, start over with a new category.

Materials: Ball

SNAKE'S TAIL

Students stand in a line with their hands on the shoulders of the person in front of them. When the leader says, "go," the person in the front of the line tries to catch the person at the end of the line - without letting the line come apart.

(Works best as an outdoor activity)

IN AND AROUND

Students stand in a circle holding hands. One person stands in the middle of the circle and calls in another person to join him or her in the circle. The last person in calls the next person in. See how many people can fit in the middle without breaking hands.

ACTION INTROS

Students take turns introducing themselves using a descriptive action word placed before their first name that begins with the same letter as their name (e.g., Leaping Larry).

SHARE YOUR CHAIR

Begin with enough chairs for everyone in the group. As music plays, everyone marches around the chairs. When the music stops, everyone must take a seat. A chair is removed each round, but no one is ever "out." Instead, they find creative ways to share their chairs.

Materials: Music and chairs

GET-TO-KNOW-YOU BALL

Everyone takes a turn rolling a ball to someone sitting in the circle and asking a "get to know you" question.

Materials: Ball

CLASSROOM BANNER

Students work together to create a banner that represents the classroom community.

Materials: Paper, crayons, markers, stickers, stencils, glitter, fabrics

BUILD ON

Everyone must work together to build one structure using blocks, books, or other creative items found in the room.

REVERSE MUSICAL CHAIRS

Everyone forms a circle with one person in the middle. Everyone walks while the music plays, and when the music stops, the person chooses someone else to join him or her in the middle of the circle. The game continues until everyone is included.

Materials: Music

CLASSROOM NAME

Decide together on a name for the classroom.

IF YOU'RE LISTENING

To the tune of "If You're Happy and You Know It," sing "If You're Listening and You Know It."

As the group sings together, a leader chooses an action to see if the group is listening (e.g., "if you're listening and you know it take a bow.")

TURN UP/TURN DOWN

Play freeze dance with a lot of energy as the music gets louder, and slower movements as the music gets softer.

Materials: Music

COMPLIMENT CAN

Begin with everyone's name written on a piece of paper, or on a stick, and placed inside a can. As the can is passed around the circle, each person selects a name and gives that person a compliment - to which he or she replies, "thank you."

Materials: Paper/stick and can/container

GOOD ABOUT ME

Students choose a positive adjective to describe themselves. Go around the circle and take turns sharing.

BUILDING WORDS

Start with a word. The next child says a word associated with the start word (e.g., desert, sand, dry, hot, sun).

YOU SAY IT'S YOUR BIRTHDAY

Call out a month of the year.
Children whose birthdays are in that month run around the circle back to their original place.