

Personality Private Eye

Self-Awareness

Circle Game

Week 3

Learning Objective: *Kids will view themselves as having emerging personalities, perceiving their strengths and weaknesses as part of a continual growth process.*

- All kids will sit in a circle in their nests.
- WINGSLeaders will pick a spy and the spy should stand on the outside of the circle.
- The Program Director will call out a personality trait by stating, "I spy someone who is (name a trait)."
- Once the trait has been called, all "spies" should run around their nest and try to find someone in the nest who has the personality trait that was called.
- Once the "spy" finds someone with that specific trait, he/she should stand behind that person.
- Once all "spies" have found someone with the personality trait, the Program Director will ask all kids who believe they possess that personality trait to raise their hands.
- If the person who the spy selected is raising his/her hand the spy was correct!
- The person chosen is now the new spy and the game continues.
- WINGSLeaders should encourage kids picking new people so the same people aren't getting chosen each time.

Polly Personality

Self-Awareness

Circle Game

Week 3

Learning Objective: *Kids will view themselves as having emerging personalities, perceiving their strengths and weaknesses as part of a continual growth process.*

- Program Director will come up with a list of personality traits and actions. *(see examples below)*
- All kids should sit and Program Director will read both the trait and the action.

- If a kid feels as though the trait called out describes his/her personality he/she must stand and do the action called out.
- The kids must do the action *ONLY IF* they feel as though they possess that specific personality trait.
- Several of the personality traits will need to be defined for the kids.
- When the next personality trait is called, the kids who are standing must sit if they don't think they possess the next trait called.

EXAMPLE TRAITS and ACTIONS

If you are shy, stand and spin around.

If you are energetic, stand and jump up and down.

If you are loud, stand and stomp your feet.

If you are creative, stand and clap your hands.

If you are athletic, stand and do jumping jacks.

If you are intelligent, stand and snap your fingers.

If you are patient, stand and touch your toes.

If you are friendly, stand and run in place.

Train of Weaknesses

Self-Awareness

Circle Game

Week 5

Learning Objective: *Kids will learn to value personal strengths, weaknesses, and individuality.*

- This is a WINGSWide game that all kids can play together.
- WINGSLeaders divide all kids into 5 or 6 long lines (depending on the space available).
- The first kid in each line has a ball.

- On go, the first kid in each line will pass the ball back over their head to the next kid in line while also yelling out one of his/her own weaknesses.
- The kid behind him/her grabs the ball, passes it to the next kid in line by passing it under his/her legs and also calling out a personal weakness.
- This continues: over, under, over, under until the ball reaches the end of the line.
- When the ball reaches the end of the line, the kid at the end of the line grabs the ball, runs to the front of the line and yells out a personal weakness.
- The first line to get the ball to the front wins.
- All WINGSLeaders should be positioned around the lines so they can hear the weaknesses being called out. If a kid doesn't say a weakness, WINGSLeaders should give the ball back to that kid until they name a weakness.
- This game can be played over and over until time is up. Kids should try to name different weaknesses each time the game is played.