## Partner to Partner

BENEFIT
Balance,
identifying parts of the body

LOCATION
Grass, blacktop,
multipurpose
room

EQUIPMENT
None

## Tip

This game is a
great way to
teach openness
and acceptance
of others.
Remind your
students that it
is important to
make all partners feel welcome.
(1) Have your students gather loosely and walk around, staying near to each other.
(2) Call out "Find a partner." Students must find a partner as quickly as possible and stand back to back. Students may not reject anyone who seeks to be their partner.
(3) Once each student is standing back to back with a partner, call out two body parts. For example, say "Elbow to pinky" or "Knee to forearm." The students must connect using those body parts; one partner, for example, extends his elbow and the other partner meets it with her pinky finger. The partners are free to change from the back-to-back position to make connections easy, for example, standing side by side to connect elbows. (For a list of suggested body parts to use, see "Parts of the Body," below.) After calling out three body-part combinations, have the students separate from their partners and begin walking around freely again.
(4) Repeat the process above several times. The students must choose different partners for each round.

## Parts of the Body

| Forehead | Ear | Pinky | Thigh |
| :--- | :--- | :--- | :--- |
| Heel | Head | Thumb | Ring finger |
| Hip | Calf | Wrist | Scalp |
| Ankle | Forearm | Waist | Biceps |
| Big toe | Back | Neck | Fingernails |
| Knee | Sole of the foot | Shin |  |



Partners connect two body parts called out by the teacher-for example, sole of the foot to knee (A), shoulder to elbow (B), wrist to head (C).

