

Whistle Mixer

Grades 2–5

BENEFIT

Cooperative skills

LOCATION

Grass, blacktop, multipurpose room

EQUIPMENT

Whistle (optional)

- 1 Have your students gather loosely and walk around, staying near each other.
- 2 Blow a whistle to start the game. The students form groups according to the number of tweets on the whistle. If you blow the whistle five times, each group must have five students.
- 3 When a group has the right number of students, they link arms to form a chain. Groups may not exclude anyone until the group is full. If a few unlinked students are left at the end, encourage full groups to make room for one more student so everyone is part of a chain.



Tip

If no whistle is available, simulate one with your voice or clap your hands instead.

Students gather loosely, then form groups based on the number of times the teacher blows a whistle. In response to four whistle tweets, the students form groups of four.