

BACK to SCHOOL GAMES!



Name: _____

Find a Friend!

Directions: Read each sentence. Find a matching friend and write their name on the lines below.

Find a friend that has a dog.

Find a friend that has blue eyes.

Find a friend that is wearing red.

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Get to
know your
students!

Find a friend

that has
green eyes.

Find a friend

whose
birthday is in
November.

Find a friend

that likes
drawing.

Find a friend

that likes to
play football.

Find a friend

that is
wearing
red.

Find a friend

that has
red hair.

**Low
prep!**

Find a friend

that has
a pet fish.

Find a friend

whose
birthday is in
December.

Find a friend

that likes
painting.

Find a friend

that likes to
play
baseball.

Find a friend

that is
wearing
a hat.

Find a friend

that has
black hair.

Find a friend

that has
a pet lizard.

Find a friend

whose
birthday is in
January.

Find a friend

that likes
camping.

Find a friend

that likes to
play
hockey.

Find a friend

whose
favorite color
is pink.

Find a friend

whose
favorite color
is blue.

Find a friend

that has a
pet hamster.

Find a friend

whose
birthday is in
February.

Find a friend

whose
birthday is in
March.

Find a friend

whose
birthday is in
April.

Find a friend

whose
favorite color
is green.

Find a friend

whose
favorite color
is red.

**Build
Community!**

Find a friend

that has a
pet mouse.

Find a friend

whose
birthday is in
May.

Find a friend

whose
birthday is in
June.

Find a friend

whose
birthday is in
July.

Find a friend

whose
favorite color
is purple.

Find a friend

whose
favorite color
is yellow.



**Laminate
to use over
& over!**



Name: _____

Find a Friend!

Directions: Read each sentence.
Find a matching friend and write
their name on the lines below.



Find a friend that has a dog.

Find a friend that has blue eyes.

Find a friend that is wearing red.

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Name: _____

Find a Friend!

Directions: Read each sentence.
Find a matching friend and write
their name on the lines below.



Find a friend that has a cat.

Find a friend that has brown eyes.

Find a friend that is wearing blue.

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Name: _____

Find a Friend!

Directions: Read each sentence.
Find a matching friend and have
them write their name on the line.



I like to read. 	I can tie my shoes. 	I have a sister. 
I like cookies. 	I can play an instrument. 	I have a dog. 
I like to dance. 	I can ride a bike. 	I have brown eyes. 

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Name: _____

All About Me!

Directions: Draw pictures of your favorite
things and write them on the lines below.



My favorite sport: 	My favorite color: 	My favorite food:
My favorite book: 	My favorite number: 	My favorite animal:
My favorite place: 	My favorite drink: 	My favorite activity:

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Name: _____

Friend Favorites!

Directions: Get to know your friend!
Ask them about themselves and write
their answers on the lines below.



Favorite sport: 	Favorite color: 	Favorite food:
Favorite book: 	Favorite number: 	Favorite animal:
Favorite place: 	Favorite drink: 	Favorite activity:

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**Differentiated
worksheets!**

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Step forward if
you've lost
a tooth

Step forward if
you have
stinky feet

Step forward if
you like
dancing

Step forward if
you like
laughing

Step forward if
your
birthday is in
September

Step forward if
you're
afraid of the dark

Find a friend
that has
brown eyes.

Find a friend
whose
birthday is
in October.

Find a friend
that likes
swimming.

Find a friend
that likes to
play soccer.

Find a friend
that is
wearing
blue.

Find a friend
that has
blonde hair.

Find a friend
that has lost a tooth



Find a friend
that is wearing purple



Find a friend
that likes dancing



Find a friend
that likes learning



Find a friend
whose birthday is in
September



Find a friend
that is afraid of the dark



"Step Forward" Game Directions

When to Play:

- This game is meant to be played during the first week of school as a "get to know you" activity. It can, however, be played all year long.

Who Should Play:

- It can be played in small groups, with partners, or in a whole group. However, for a preschool or kindergarten class, I would recommend playing as a whole group.

Before You Play:

- Before you begin the game, cut out each "Step Forward" card and place in a stack. You may also laminate them for durability.

How to Play:

- Have your students line up in a row facing you. Read the cards one at a time out loud. After each card, students that answer "yes" to the card will step forward. Then, they will move back in line before reading the next card.

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"Step Forward" Alternative Options

How to Play: (Alternative Versions)

Version 2:

- You can also play a more competitive version of this game, by making the objective to reach a finish line. This version typically works best with older students but will depend on your particular class.

- Have your students line up in a row. If they answer "yes" to a card, they take 2 steps forward. If they answer "no", they take 1 step backwards. The first student to reach the finish line wins.

Version 3:

- You can choose to change the moments in the game from stepping forward, to standing up, sitting down, jumping, dancing, hopping etc. This is a great option for younger learners in need of a "brain break" or "movement break".

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**Black
&
white**

"Find a Friend" Game Directions

When to Play:

- This game is meant to be played during the first week of school as a "get to know you" activity. However, it can be played at any time throughout the school year to build community.

Who Should Play:

- It can be played as a whole group, in small groups, or with partners.

Before You Play:

- Print and laminate. Then, cut out each game card and place in a stack or container. Explain to your students how the game is played (below).

How to Play:

- Students can each choose a card from the pile, or you can assign them yourself. Students read the card and walk around the room to find a classmate (or classmates) that fit the description on the card. Then, the cards are collected, shuffled and the next round begins.

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"Find a Friend" Alternative Options

How to Play: (Alternative Versions)

Version 2:

- If using with older students, you can create a more competitive game by playing music or setting a timer to find your "match" (or "group"). When the music stops or the timer goes off, if you have not found your "match", you are eliminated. The game ends when one pair of students remains.

Version 3:

- Similar to "Version 2", you can also create more competition by telling students that the first person to find a match, wins. The winner then introduces their "match" to the class and reads the description on the card.

Version 4:

- Provide lined paper (or one of the worksheets included) and a clipboard to each student. Using the game cards or a worksheet, have students walk around the room to find matches. Then, either their classmate can write their name on the line, or the student seeking a match can write their classmate's name. (Name tags work well, as students are still learning each other's names.)

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**Save
ink!**