

# [WHEN PEOPLE PLAY]

## Name Bop It!



**Game Summary:** The person in the middle has to catch someone by trying to “bop” the person on the hand or foot before that person can say another name.

**Intended Outcomes:** This icebreaker is designed to not only get everyone to learn names but to wake up the brain as everyone is more worried about the competition of the game versus passing a name correctly to others. Guaranteed to bring laughter and energy to the group even if everyone knows each other.

**Numbers:** 6 to 12 people per group is best.

**Supplies:**

- Version one requires one foam noodle.
- Version two does NOT require any supplies

# [WHEN PEOPLE PLAY]

**Time:** This is best played in 5 to 10 minutes.

**Setup:** Before playing, be sure to visualize the crowd. For adults I have them sit in chairs and or just stand. For youth groups I have them sit on the floor in a seated pike position. (Pike, meaning legs straight and feet together.) Especially when using the noodle version of this game.

**Rules of Play- with a Noodle:** Have the group sit in a circle with feet towards the center – (pike). Spread out so the person in the middle has room to move around. **(See figure A below.)**

1. Assign a person to be it and stand in the middle of the circle with a foam noodle.
2. Before the game, have the group go around the circle saying their first name.
3. The person in the middle will pick someone in the circle to call out the first name to be bopped.
4. That first person will then call out a name in the circle.
5. It is then that the “it” person in the middle will attempt to strike the person that the name was called on the foot or (knee if seated in a chair) before that person can say another name.
6. You can only be saved from being “it” if you call out someone’s name before getting bopped.
7. This keeps going until someone gets “bopped” before they can say a name, at which point they are now in the middle.
8. When this happens, the two will switch places and the one sitting down will now start the second round and call out someone new for the “it” person to find in the circle and bop.

**Figure A:**



# [WHENPEOPLEPLAY]

For example, as you can see in Figure B. The person in the middle calls on Sally to start the game. Sally calls out Joan who then calls out Rhonda. As the person in the middle goes after the last name to be called, in this case, Rhonda. Rhonda then calls out Joan's name who quickly gets startled and allows the "it" to hit her on the knee with the noodle. Now Joan is out and goes in the middle to be the new "it."

Each time someone gets hit it is a new round. This means the one who is sitting down, will call out the first name to start the new round. As you can see in Figure B, the lady in the yellow sweater will now start the next round.

**Figure B:**



**Things to Consider:** For youth, I have found it best for them to sit down. Thus, not accidentally hitting someone in the face. If the group is sitting in chairs, be sure they are spaced out so that if the one in the middle extended their arms they could not go past the knee. It is also helpful if you request the group to hold the noodle in the middle to reduce the reach of hitting someone. Always emphasize that when you do "lightly tap" someone, you do so on the knee and below. Notice that when hitting it should be a light tap.

# [WHEN PEOPLE PLAY]

**Facilitator's Perspective:** To keep it fun and light. Don't spend too much time on this activity. Five minutes is more than enough. This is an icebreaker. Something to break the ice with laughing and building up energy for the group.

## **Other Ways to Play – Without a Noodle:**

1. Another variation to play this activity is with the palm of your hand. If you need something quick to kill time and or bring up the energy and you don't have a noodle, use the palm-on-fist method.
  - To start, get everyone in a circle standing up, shoulder to shoulder.
  - Ask everyone in the middle to extend out their right fist with their left hand under the right elbow supporting it up.
  - The "it" person will do the same but instead of a fist, they will bop others on the fist by bopping with the palm of their hand.
2. The flinch rule.
  - After a couple of rounds, introduce the flinch rule.
  - If anyone flinches or moves, they are it. They can only call out another name.
  - If they call out the name who is "it" at the time, we call that a flinch and they are it.
3. You might notice that quite often you will get groups with two or more people with the same name. When this happens, have them sort it out. Does someone get a nickname like Barry 2? If they call out a name that is shared by someone and does not use the nickname, then they are out.

[Video Link](#)