



NICE, NICE, MEAN

Duck, Duck, Goose is a fun game that most kids know, and a good way to get your students up and active. Like many of our other games, it's all about how you frame it and the discussion you have afterward.

Nice, Nice, Mean is just like Duck, Duck, Goose with a particular discussion afterward.



Steps:

Nice, Nice, Mean is played just like Duck, Duck, Goose. Kids sit in a circle and one student stands outside of the circle. They are "it". They go around the circle, tapping each of their sitting classmates on the shoulder and saying "Nice" each time. They choose someone to say "Mean". The child who is tapped "mean" stands up and chases "it" around the circle. When "it" reaches the spot where the other stood up, they sit. If they get tagged first, they are "it" again.

The difference between "Nice, Nice, Mean" and "Duck, Duck, Goose" is that if the person who was "it" is not tagged before sitting, the other person has a choice. They can stop playing and sit off to the side and be "sad" and the person who was "it" must be "it" again, or they can be "it" and be mean to someone else.

Just because the tagger doesn't get caught being mean doesn't mean that the hurt goes away. That hurt either turns into sadness for the person they were mean to, or that person spreads it out as being mean to someone else. By being mean to people, we only make more mean people. If we want others to be kind, we must make sure we are kind.