



Connections Activity



Title/Skill:	Ah Soh Koh
Connection Goal:	Personalization: Icebreaker
Grade Level:	9-12
Time Needed:	25 minutes

**This activity is from Teampedia. Click [here](#) for a very detailed description (with pictures) of this activity.

Handouts/Materials Provided:

NONE REQUIRED

Summary of Activity for the Advisor:

1. Start with the group standing (or sitting) in a circle. Use hand gestures for the following:
 - Ah (hand under the chin palm facing the floor)
 - So (hand at forehead, in salute fashion), and
 - Ko (arm and hand out in front of you pointing at another player).
2. One person starts with “Ah” (hand to neck). The direction the hand is pointing, that person follows with “So” (hand to forehead). Similar, the direction of the hand signals that person to do “Ko”. And so on... If someone “messes up” or forgets to act they are “out.” At that point, they step out of the circle, and the person to the right has a silent 3 second count to start the game again with “Ah”.
3. Game continues until 2-3 people are left (up to you whether the last 2 compete for AhSoKo champion title!)
4. Those who are ousted may become hecklers. Rules of being a heckler are, hecklers must stay on the outside of the circle, cannot obstruct vision, physically touch anyone, or be

Read/Review/Discuss/Do with students:

- Why are some people better at games like these than others?
- What skills are required?
- What can we learn from the hecklers?

