

BINGO

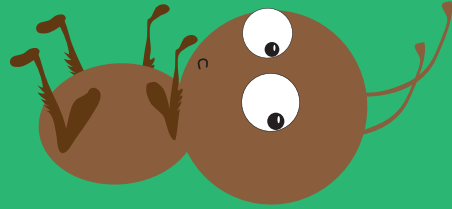
SIMON
SAYS

SINGING

SILENT
BALL



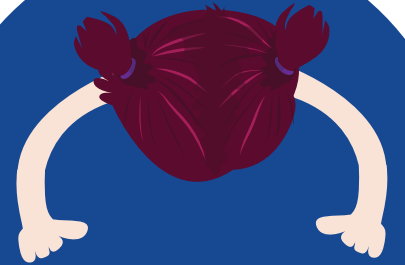
BUZZ
OFF



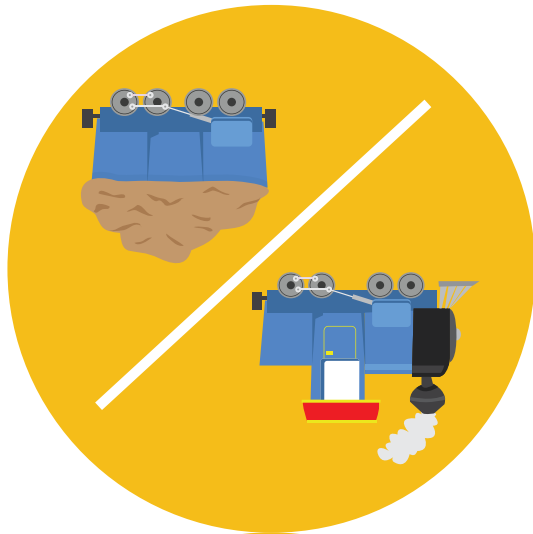
DEAD
ANTS



STORY



HEADS
DOWN,
THUMBS
UP.



HEADS
AND TAILS



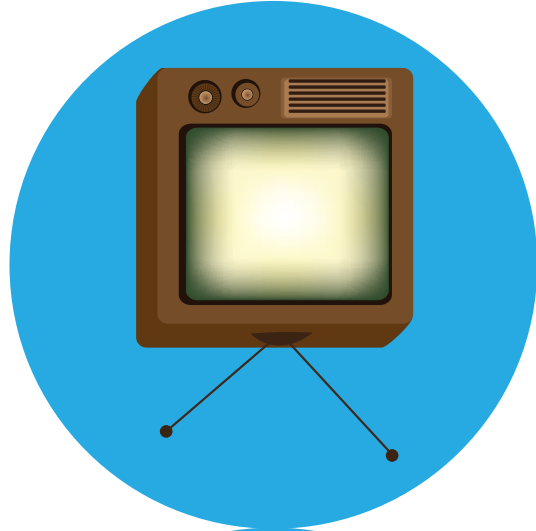
OPEN
mic

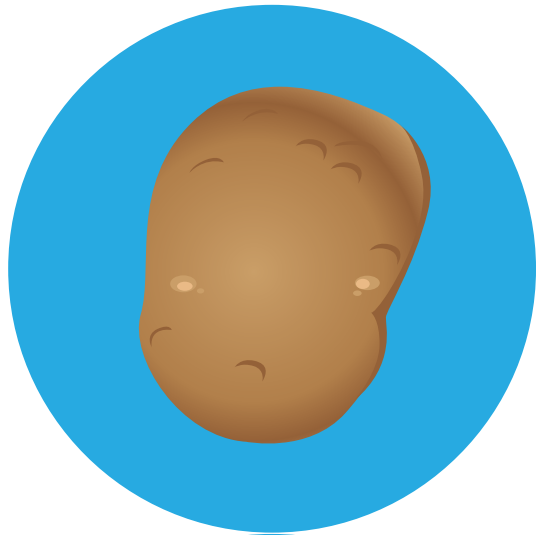


CATEGORIES



SCISSORS
PAPER
ROCK





HOT
POTATO



MUSICAL
STATUES



DANCE
OFF

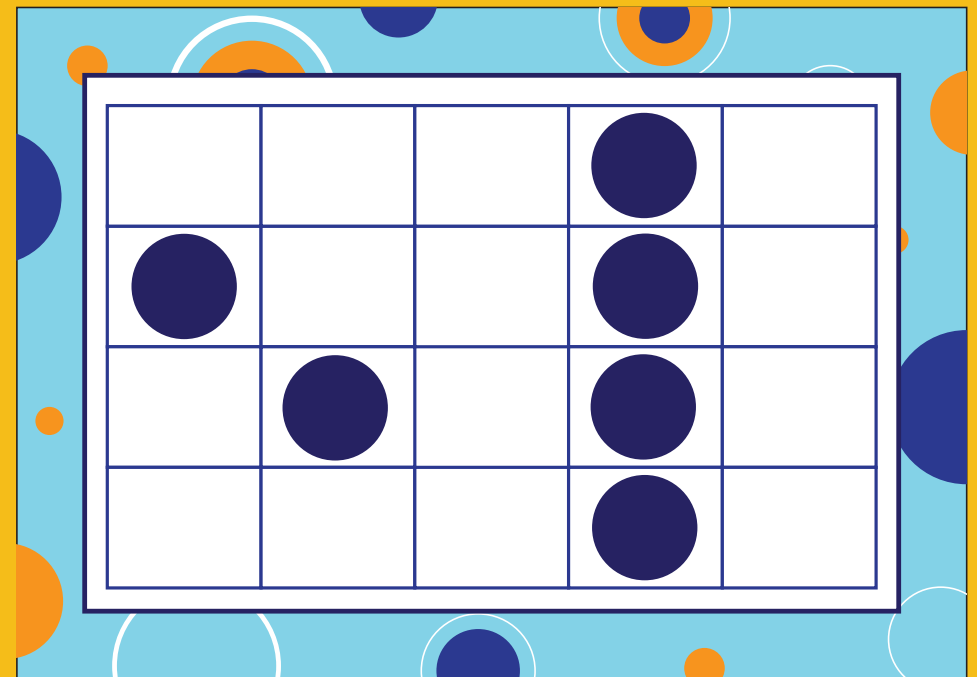
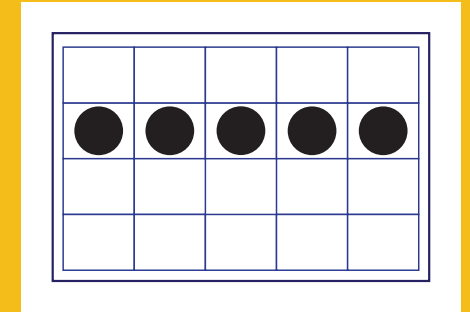
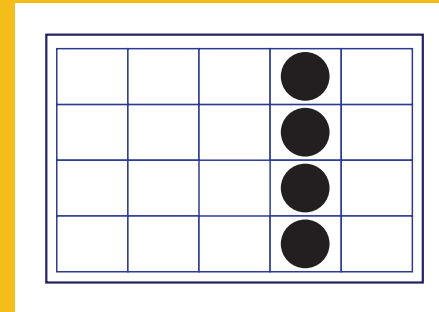
BINGO

The caller is in charge of pulling out the bingo cards. They need a big loud voice to read the card and show it to their classmates.

The players will then place their markers or cross off the squares that match the caller's bingo card.

WINNING

Once you mark out a horizontal or vertical line on your bingo sheet, call out 'BINGO!'. The first player to call out 'BINGO' wins.



SIMON SAYS

A class member is nominated to be Simon. Simon calls out actions for the other players to follow. Players only do them when Simon calls out actions that begin with "Simon says".

FOLLOW

"Simon says stand on one leg."

DON'T FOLLOW

"Put your hand on your head."

Players are out if they follow an action that doesn't start with "Simon says."



SILENT BALL

Find an area where you can safely toss a ball around.

No one can talk or make a sound - being silent is the aim of the game.

The ball is tossed between classmates. Students cannot throw the ball back to the person who threw it to them. If a player misses the ball, talks or makes a bad pass, that student is out.

The last two players are the champions!



BUZZ OFF

Students stand in a group or at their desks.

Choose a spelling word. In order, classmates go around the group to spell the word one letter at a time.

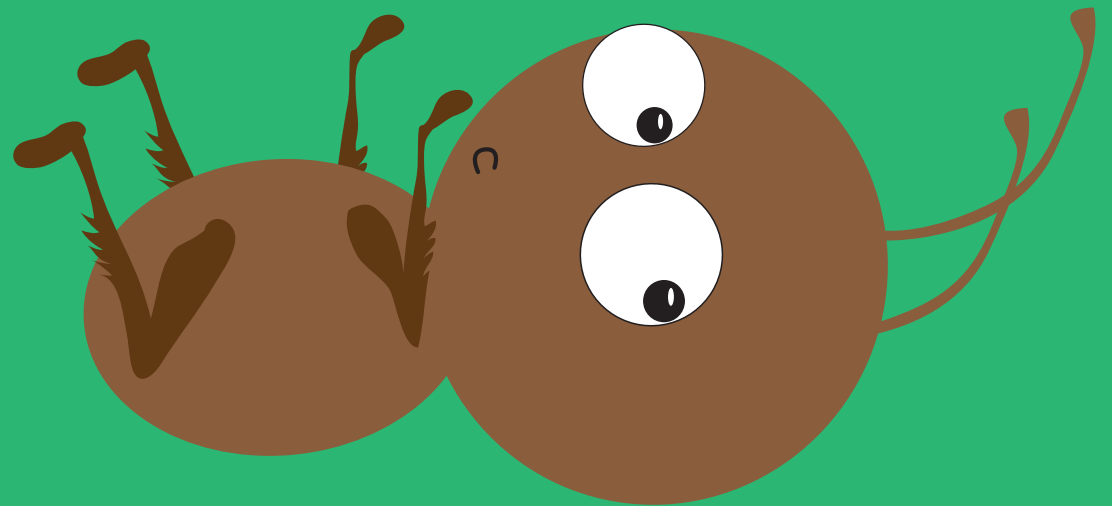
When the word is complete, the next four students in turn say “Buzz - Off - Hairy - Legs” and the person that comes after legs is out.



DEAD ANTS

Set up 5 to 8 hula hoops around the play area. Select 2 to 5 players to be the pest controllers. On the signal to begin, the pest controllers need to tag as many ants as possible. When an ant is tagged, they must lie on their back with their arms and legs in their air - like a dead ant. Dead ants must remain in this position until the game ends or they get rescued by the other ants. To rescue a dead ant, four live ants must pick up the dead ant by his/her arms and legs and carry them to a hoop. Once the dead ant is placed into a hoop, they are immediately brought back to life. Pest controllers may not tag an ant that is attached to the arm or leg of a dead ant.

At the end of the round, add up the number of dead ants. If there are 5 or more dead ants on the floor, then the pest controllers win the game. However, if there are less than 5 dead ants on the floor, then the ants win the game.



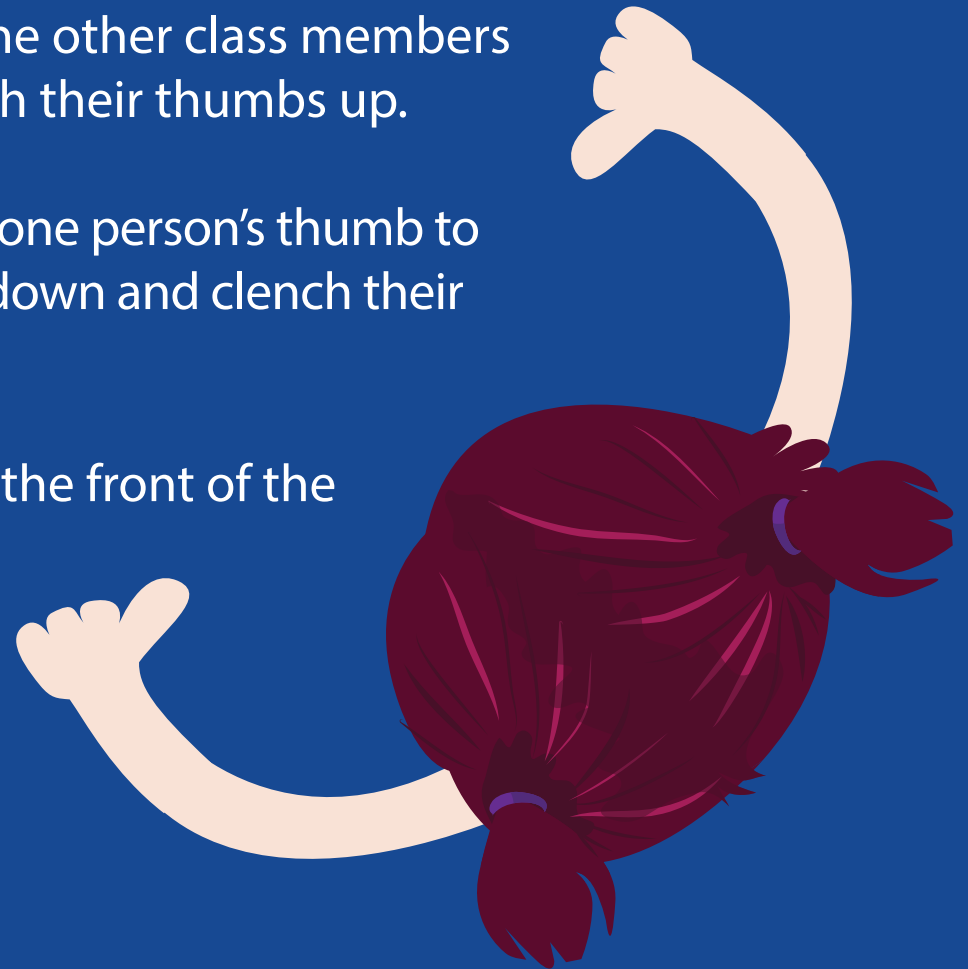
HEADS DOWN, THUMBS UP!

2 to 4 students play the role of thumb tweakers. The other class members sit at their desks with their eyes shut tight and both their thumbs up.

Thumb tweakers have to sneak around and choose one person's thumb to tweak. If tweaked, a person must put their thumbs down and clench their fists.

When the tweakers are done sneaking, they go to the front of the classroom and ask the people who have been tweaked to stand up and guess who has tweaked them. If they are right, they swap places with the tweakers. If they are wrong, they sit back down.

Heads Down, Thumbs Up can be played for as long as you like.



HEADS AND TAILS

Students stand in a group or at their desks.
The teacher calls out true or false statements.

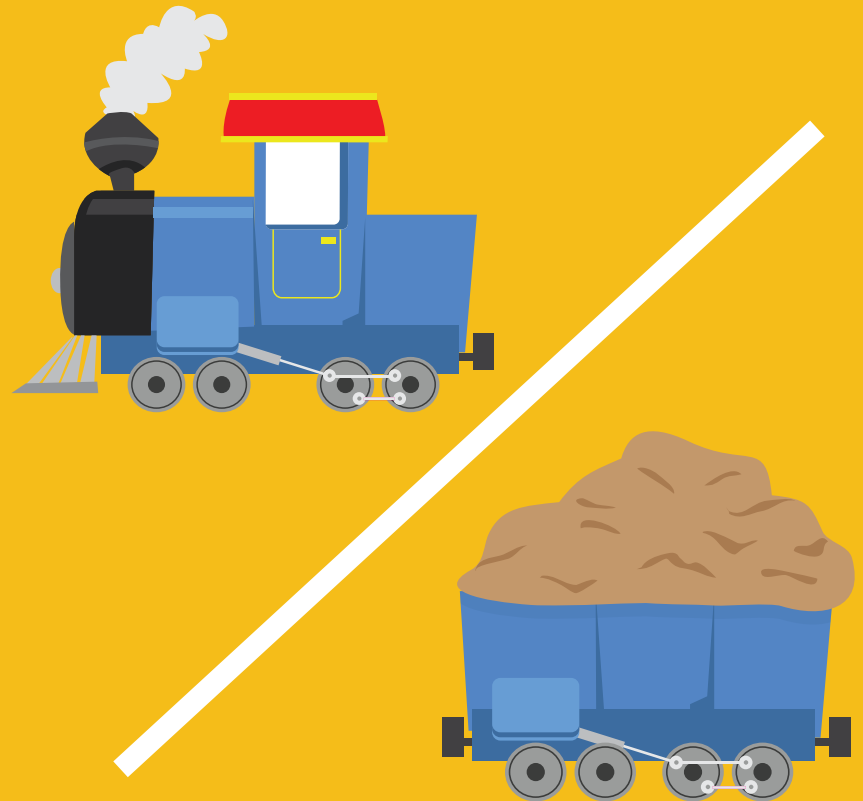
TRUE = HANDS ON YOUR HEAD

If a student thinks the statement is true,
then they put their hands on their heads.

FALSE = HANDS ON YOUR BOTTOM

If a student thinks the statement is false,
then they put their hands on their bottoms.

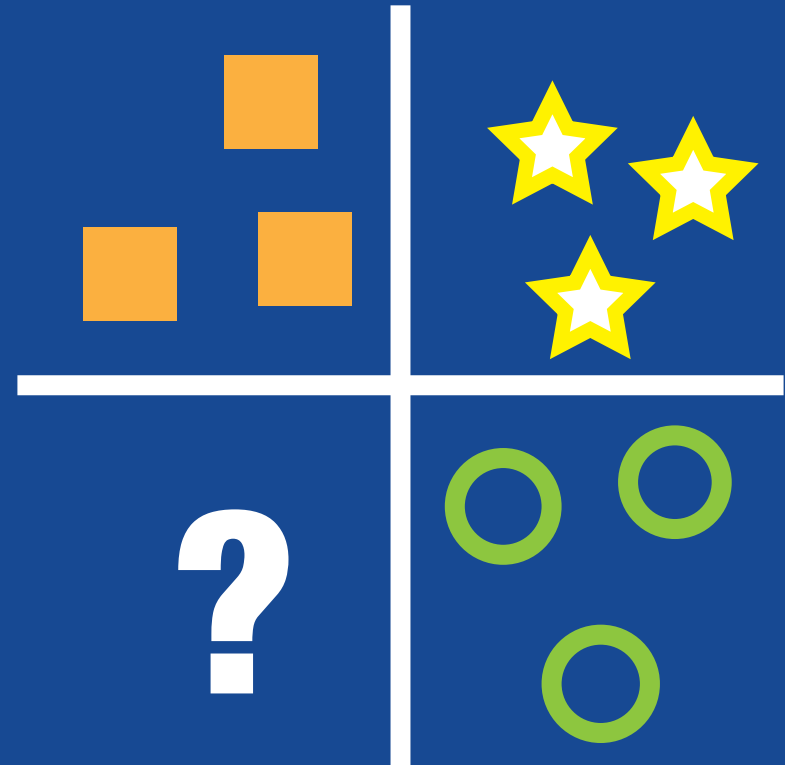
If your guess is incorrect, you must sit down.
The last person standing wins.



CATEGORIES

Students divide into groups of 3-6. Each team gets a sheet of paper divided into 4 sections with category headings (eg. fruit, sports, animals, kitchen utensils). In each 2 minute round, the teacher announces a letter and teams must write as many words that begin with that letter for each category.

A point is scored for each correct word. However, if another team has the same word, then neither team gets a point.



SCISSORS PAPER ROCK

This is a 2-player game, but the whole class can play in a knock-out round tournament. On the count of three, players pick their position:

Rock - hand in a fist

Paper - hand flat, palm down

Scissors - extending the first two fingers and holding them apart.

The winner of that round depends on the items formed. If the same item is formed, it's a tie.

- Rock crushes scissors
- Scissors cuts paper
- Paper covers rock

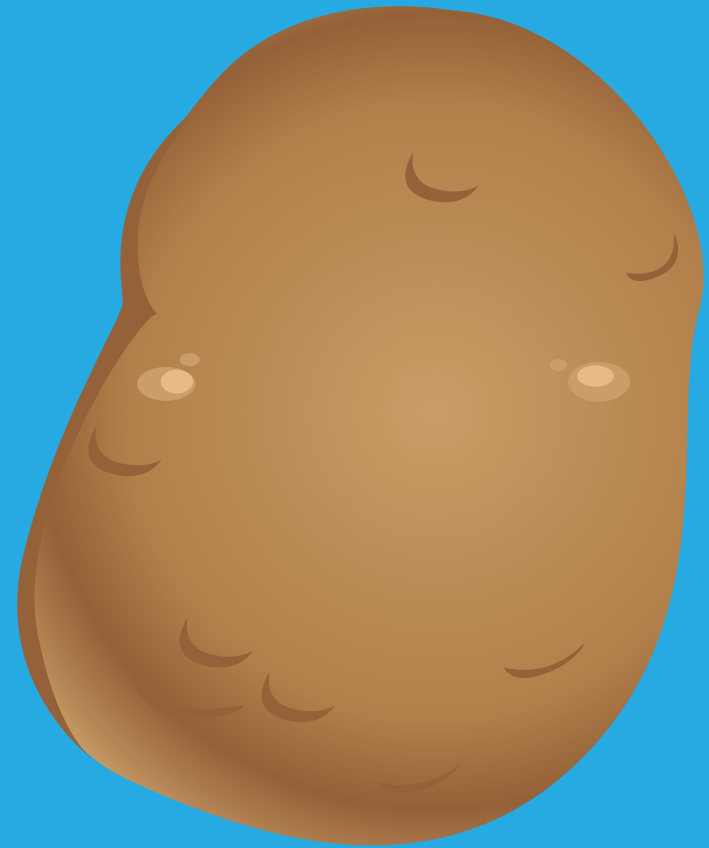


HOT POTATO

Classmates gather in a circle and toss a beanbag or tennis ball to each other while music plays.

The player who is holding the "hot potato" when the music stops is out.

The winner is announced when one player is left.



CELEBRITY HEADS

Before the game begins, players must write the name of a celebrity or TV character on a sticky note, fold it and place it in a bowl.

Each player pulls out a sticky note and without looking at the name, attaches it to their forehead.

Now everyone knows the identity of the player's celebrity - except the player!

To find out their celebrity name, each player takes turns asking questions about their celebrity.

Such as "Am I on TV?" or "Am I short?"

To win the game, a player must be the first one to guess the identity of their celebrity.



MUSICAL STATUES

Find an area where you have enough space to dance and can access music.

When the music starts, the players dance. The game master randomly stops the music. When the music stops, all the players freeze. The teacher walks amongst the players and watches to see who is still moving or who hasn't stopped fast enough - those people are out of the game.

The winner is the last person standing.



DANCE OFF

Choose an age appropriate song for your class. Find a safe space where your students can spread out.

Use an online video that shows students the different dance moves. Students copy the moves to put the dance together.

Students pick their own signature move. Call out a students name and all of your class need to copy the move that student is doing. Call out another name and students copy their move. Keep calling out names as your class dances their way through the song.



TOPIC TALKS

Provide students with a topic - preferably something they have been working on so they have some prior knowledge on the topic. You could also use a popular movie, TV show or book that they know a lot about.

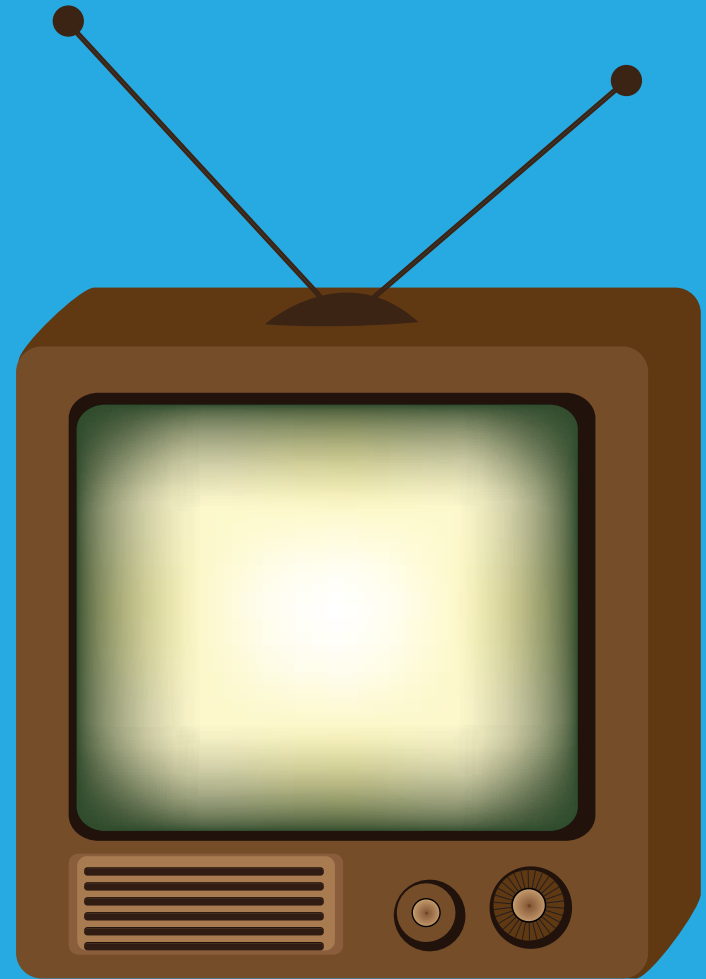
They need to partner up and give a talk to their partner about their topic. The partners then swap and the other person gives a talk on a different topic. Their partner can ask questions.



SHORT FILM

Students have a small amount of time to plan their re-enactment of a short scene from a movie.

They don't need to get all of the dialogue correct, but should stick to the main events in the scene. There are no props or costumes... just their imagination!



GET IN ORDER

Call out a category and have your students put themselves in order. They need to talk to each other and work together to get in the correct order. Categories include:

- Birthdays - Days or Months
- Height
- Shoe size
- Hand size
- Names in alphabetical order
- Length of names - first name, last name or both
- Length of hair

When students are familiar with Get In Order, ask them to get in order... without talking! They can only use gestures and pointing to organise themselves.



OPEN MIC

Students have a small amount of time to plan their re-enactment of a short scene from a movie.

They don't need to get all of the dialogue correct, but should stick to the main events in the scene. There are no props or costumes... just their imagination!



STORY

Students sit in a circle. Use a sentence starter to start the class story off. Go around the circle and have each student say the next word in the story.

As they become familiar with the concept, change the rules by having students add the next phrase or sentence in the story. Re-cap the story they came up with as a group when they have finished.



SINGING

Choose some age appropriate songs for your class that they will be familiar with.

Play the song and have students pretend they are on stage singing in front of a large audience.

They can play air guitar, sing into a microphone or even pull their favourite dance moves.

