



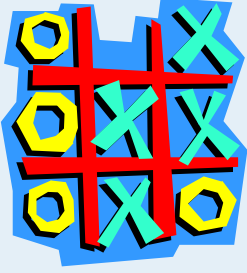
Find Someone Who. Prepare a list of categories, each of which you would expect to apply to at least some of the students in your group. (for example: took a vacation out of state this summer, has a dog, loves math, etc.) Each student gets a copy of the list. Students circulate the room, trying to “find someone who” fits each category. Students can initial each item to verify. The object of the game is to get each category initialled: the object of the activity is to generate conversation and help students discover things about each other. Make your categories broad enough to include everyone, yet make some specific enough to provide some challenge. Younger children might like doing this game in a “bingo” format. You can even take this activity one step further and have kids do a writing assignment based on something they learned about another student.



Step Forward, Step Back. Students line up along the back of the room while the group leader stands in the front. The leader calls out a series of descriptors: if the statement is true, students take a step forward. If it’s not true, students take a step back. This is a low-threat way to get to know something about classmates without much direct interaction, and would be especially appropriate for a first activity with a group made up of students who don’t know each other at all. Make your descriptors general or content based, if you like. Also find a way to ensure that students “steps” are of relatively equal size to ensure fairness. When a student reaches the front of the room, they can become the leader for the next round.



Memory Box. More a game of memory and concentration than a social activity, this game will test kids’ ability to remember a group of common items. Depending upon the age and skill level of the group, choose ten random everyday objects and put them in a bag. (Some starters: pencil, comb, apple, photograph, etc.) At one time, place all the objects on a table in plain view of the students. Set a time limit (5 minutes or so) for students to study the objects. Encourage them to develop strategies to remember the objects, but don’t allow any note taking or collaboration. When time is up, return the items to the bag and ask each student to return to their seat and see how many items they can recall and list.



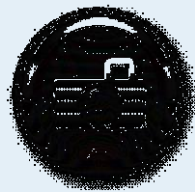
Virtual noughts and crosses

"9 chairs required. Set chairs up in groups of 3. 3x3 Place children into two teams and number of 1-12 for both sides. You must have even teams. Then call out a number. That number from both teams runs to a chair and sits down. Continue calling numbers until you get a winner. EG three of the same team in a row or diagonal. We play this using Maori numbers and French. A great game and the class are learning strategy, group support and language."

"White Board Wars!"



"Students form a circle. A fluffy ball is thrown to a student. The thrower says, " One thing I like about you Matthew is that you're always friendly in the playground." The receiver says, "Thank you, Tiana," and proceeds to throw it to another student. They love this and we all love hearing good things about ourselves! "



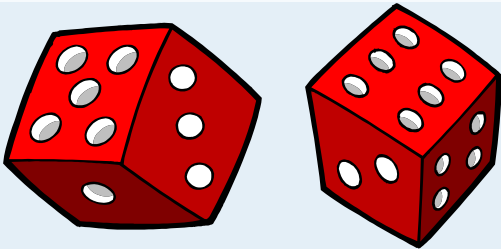
"Digital Camera Hunt"

"My class has a language immersion course which covers French, Spanish, German, and Japanese. At the end of every school year, we play the Digital Camera Hunt. We make a 20-word list of common things found in the school. We then translate all of the words into multiple languages. We don't tell the students which of the languages the words are in. We separate the students into 5 teams. The first group back with all of the correct pictures wins!"



"Clothes Game"

"Gather articles of clothing, e.g. skirt, shirt, hat, gloves, scarf, long johns, jersey, cardigan etc. and put it in a pillowcase. Have students stand in a circle, play some music fast and loud, and students pass the pillow case around to the sound of the music. Stop the music suddenly and the student holding the case puts their hand in and pulls out an item and must put it on. Keep on doing it until all items are used, making sure a different student gets an item. I then discuss the name, the use, and material of the item before they put them back in the bag... a great fun game for all levels and all ages of students."



"Classroom Pictionary"

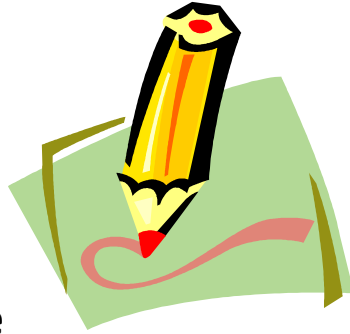
A great way to review just about anything is to use the game pictionary. I break the class into teams of three and four students. I prepare five levels of notecards ahead of time. On each notecard I write single word concepts or definitions. Level one cards are easiest and level five cards are very difficult. Each level card translates to equal point values. For example, a level three card is worth three points.

When the game begins a team gets to pick a level card prior to viewing it. They must send one drawer up to the board. The drawer has forty-five seconds to get their team to guess the word/concept on the card by drawing. The drawer cannot use numbers, letters, or symbols, if they do, the team's turn ends. If the team guesses correctly, they receive the point value. If they guess incorrectly, the card is passed to the next team and an extra point is accumulated. So, if a two point card is missed twice, it counts as four points if that team guesses correctly. I have also added the rule that if I hear the word/concept aloud in the classroom during a teams turn they automatically receive the points. Additionally, to keep the class controlled, if another group is rude or loud they automatically lose one point.

I find this to be an invaluable activity. It engages the students in the activity.

Games! for the classroom.

Okay, these games have been modified to get the whole class involved. One of the worst things you can hear is, "I never get picked." The popular kids claim they don't get picked enough, the unpopular kids complain they never get picked. These games solve the problem.



The Drawing Game

(This is a game I made up)

If you have a whiteboard, you can use 3 markers, if not use a chalkboard and 3 pieces of chalk.

On the board you write the numbers 1, 2, and 3 near the top.

Basically as high as an average child in the classroom can reach while straining. Don't write it at normal writing height.

Space the numbers about 2-3 feet apart. Enough room so 1 kid can stand under a number and have elbow room.

You also set up a chair at the opposite end of the room from the boards. Pick a student and sit them in the chair.

Turn the chair so the person sitting in the chair looks away from the board. You don't want them to see

the ones who you will pick now. Pick 3 kids now. Being silent as to not give away who the child is. (You'll see why) The first

kid picked goes to 1, second to 2, third to 3. If you need to point and remind, go ahead. If you use 3 different colour markers,

you can write the numbers using a different colour. That way, it is obvious who goes where. Okay. So now you have 3 kids

up at the board and 1 at the back. You instruct the ones at the board to "Draw a ____." Fill in the blank with your choice!

Cat, dog, tree, mouse, etc. Something fast and simple. Give them 30 seconds to draw. When they are finished, they sit

down quietly. The person at the back turns around and picks their "favourite." It will not always be the best! Whoever

has drawn that picture is the new "judge." From the other two, choose 1 to erase the board (leaving the numbers) and

choose the other to pick the 3 next players, waiting of course until the "judge" turns the other way. And you pick something

else to draw, and continue on as long as you like!

*Note: You can use the ticket system that is described for

Heads Up 7-Up below. Since 3 kids are "used up" each each time, you can quickly go through the whole class.



Heads Up 7-Up!

You know the game. Pick 7 students. 1 is the leader. They come to the front. The leader says, "Heads down, thumbs up." The 7 go around and touch 1 thumb each. Then when all are back to the front, leader calls, "heads up, 7 up."

The 7 chosen students stand and one by one are asked to guess who picked them. If they are right, they switch places with 1 being part of the picking students. If they guess wrong, they sit down. After all guess, students reveal who picked who. And it starts again.

*Ticket system: Cut out colour pieces of construction paper, about the size of a raffle ticket. Pass 1 to all students who are not part of the first 7 chosen. Instead of touching a thumb, the 7 students take a ticket. Collect them in a pile or can each round. So, for each round, instruct the group of 7 that they need to pick ones with tickets. They don't need to pick all tickets all the time. Just some tickets all the time. When all tickets are used, each student has had a chance. Pass out the tickets again, and do the same thing. That way, all students get picked, multiple times, no matter what!

You can even do 1 extra round after all tickets are gone to give students a free choice if you wish.



Who is missing?

You pick one student to be "it."

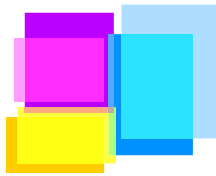
They sit in a chair and face away from the class, closing their eyes.

You need a closet or cabinet or wall that a student can "hide" behind and not be seen by the person in the chair.

You quietly point to a student to "hide." While they are hiding, you count to 10. The rest of the students change desks. At 10, all must sit down. You can speed up the count if you need to maintain the chaos.

You then ask the person who is "it" to turn around and guess who is missing. It is actually harder than it seems. Sometimes I found myself forgetting who was hidden. What makes it hard

is that all students are mixed up now.
If they guess right, they get to stay.
The person who was hidden picks the next hider.
If they guess wrong, they pick the next student to hide then sit down.
You can make a max number of right guesses allowed so a good guesser does not hog it all. I like 3. If they guess 2 in a row, they get to play just one more no matter what. That way, you use up a lot of students and keeps it moving. Again, you can use a modified ticket system to keep track of who has been chosen.



Four corners

Put the numbers 1 to 4, fairly large on pieces of paper. That is, one number per paper. Tape one paper in each corner of the classroom. Sometimes a cupboard will block the corner, so tape it accordingly. You then have 4 corners, each numbered from 1 to 4. Cut a paper into 4 equal pieces. Put the numbers 1 to 4, one on each piece. Fold them up and put these 4 papers in a box, bag, can, or similar. Now, you tell all students in the class to go to a corner. You pick a number from the bag and read it. All students in that corner must sit down. You tell the class to switch corners. The rule is they cannot stay at the same corner. You count to 10 (or less) and pick another number. Remember to put chosen numbers back in the container. Again, all students at that corner sit down. You keep repeating this until you have 4 or less. When there are 4 or less, on each draw they must switch their corners and they cannot be at the same corner as someone else. Sometimes at the end, you will need to draw a few times as some corners will be empty. Eventually, you will call the last corner with a student in it and the other student will be the only one left--the winner! You can then play again, with the winner picking numbers.

Silent ball



Used to be my favourite.

You need a nerf ball or very soft ball. Students sit on desks and toss the ball around. If they talk, they are "out" and must sit down.

If they drop the ball, throw it so it is uncatchable, or interfere with a throw or a catch, they are out and must sit down. If they drop a catchable ball, they are also out. Soon, all but 1 student is left as the winner. You can modify this if you wish. One problem is students sitting down get bored. Bored student=loud student.

You can have it so nobody gets out, just needs to be quiet.

Tossing a ball around in the classroom is its own reward!

You need more rules, however to make it safe:

-If you drop the ball, then you ARE THE ONLY student to go and get the ball.

-No standing, waving hands, calling out, or other unsafe practices.

-You need to keep a handle on this game as it can do some harm to the classroom.