1. **Guess what I am thinking of:** The teacher will pick any item in the room or area that the students are and will say I am thinking of an object that is green. Then the students will take turns guessing what item is green until they get the correct item.

2. **Two truths and a lie:** Each student in the class thinks of two things that are true and one that is a lie. The others in the class have to guess which one is the lie.

3. **Going on a picnic:** The teacher uses clever ways to say he/she is going on a picnic. It’s a play off letters. The students have to see what they can bring to the picnic by guessing and the teacher will say is he/she can or can’t go.

4. **Who am I?:** To improve the children's ability to ask questions, learn adjectives and think logically you can do this exercise: Children sit in circle. Give each child a post-it note and ask them to write any noun on it (examples like cat, table, chair...). This is done in SECRET. The children place the post-it note on the forehead of the person to the left/right of him her. In turns child has to ask closed (yes / no) quesions about who or what they are: am i in this classroom? Do you use me to write? Can I talk? Am i alive? Each child asks 3 questions and the game continues until they guess what they are.

5. **Don’t get tangled:** You need a large ball of string (or wool if it's sturdy enough - there's some pulling!). Sit the children in a circle and emphasize that they must remain in their seats (for safety reasons). The game starts by a child or the teacher saying the name of someone else in the circle and holding on to the end of the string, while throwing the ball to the person they named. The receiver calls out the name of another child, and keeps hold of his or her end of the string while throwing the ball of string on to the named child. As this continues a web begins to be formed by the criss- crossing string. The fun really starts when the group has to undo the web by calling names and throwing the ball of string which is rewound by the receiver before sending it on (this idea was supplied to me by a teacher friend, Lorraine Webb).

6. **I like to:** The class sits in a circle. The teacher begins by saying I like to dance, for example. The student next to the teacher must say what the teacher likes to do and what they like to do. The next student must say what the teacher likes to do, the student next to them, and then themselves. This goes around the entire circle until all of the students have gone.

7. **The minute game:** Tell the students that you are going to watch a minute on your watch. Have the students count a minute in their heads. They will raise their
hand when they get to 60 sec. The child closest to the actual minute time wins. This can be extended to any length of time.

8. **Orange, orange, orange:** The children sit in a circle. Each child is given the name of a fruit. One person is chosen to stand in the centre of the circle and repeats the name of one of the fruits three times e.g. orange, orange, orange. The person around the outside of the circle who is the orange, must interrupt by shouting the word orange, before the other person has managed to say it three times. If they interrupt successfully the person in the middle chooses another fruit. If they are not quick enough they replace the person in the middle. It is a really fun game and encourages the children to concentrate and tests their reactions. It can be used as a time filler or a warm up to a circle time session.

9. **Chinese Whispers:** Have the students sit in a circle. Have a phrase on a card that the first student can read. They whisper this phrase into the student’s ea sitting next to them. That student whispers it to the student next to them. Once it gets to the last student they will say the phrase out loud. The first person will tell them if the phrase is the same or different.

10. **Heads down, thumbs up:** Two children are chosen to stand up and all the others put their heads down on their desks with their eyes closed and thumbs sticking up. The two left standing must then creep around the desks and gently touch one person each on the thumb. Everyone is then told to open their eyes and the children who were touched stand up and try to guess which child touched them. If they get it right the children swap places if not the children have another go. This game is good to use for settling a class down after a busy day and it improves their listening skills.

11. **Word master:** Put the children into two teams (A and B). The teacher has a dictionary and picks a letter for day. They then pick a word starting with that letter from the dictionary. The teacher reads the meaning and children in opposite teams compete to guess the word. eg. ‘this word starts with b and means to construct’ (reads dictionary meaning). The children then have to guess what it is - in this case "build". Move around circle with children from each team challenging each other. Points can be recorded on the board and the team with most points wins.

12. **Wink murder:** Students sit in a circle on the carpet and you choose a detective. The detective goes outside whilst you choose the murderer. When the murderer winks at you, you must play dead. The detective then must try and catch the murderer. Another element my class likes to add is 'dramatic death' where they are allowed to act. You can add other dimensions such as - more detectives, more murderers.

13. **Tic-Tac-Toe:** Divide the class in two groups (X and O). On the board we make the tic-tac-toe diagram. In each space we can write a verb (for example). One
student from the side (X) will choose one of the verbs and say its past tense. If it is correct X is placed in that square. Now it is O's turn and so on. Remembering that they are trying to make three X's or O's in a row for the tic-tac-toe and win. This could be done with possessives, math problems, definitions of vocabulary words, and mostly anything you can think of. Kids love it because it's a game, but they are also learning.

14. **Word detective:** Look for little words in spelling words.

15. **Looking for letters:** Have students compete to find objects in your classroom that begin with certain letters of the alphabet.

16. **Ice cream names:** Go around the room naming as many different ice cream names that you can. Students can be creative and make up names once all the normal ones are used.

17. **What’s this object:** Take any item such as a washcloth and have the students use their imaginations for what the washcloth can be. For example a student may say it is a hat. You can use any object for this activity.

18. **If you were an animal:** Ask the students what animal they would be and why they would be that animal. You’ll get some fun and creative answers to this question.

19. **Bingo:** Play bingo using math facts. The answers to the math problems will be on their card, the students have to find them. Or use words, and say noun and the student will have to cover a noun etc….

20. **Puff:** This is a game I played in fourth grade. Puff is a game that helps with spelling words. The teacher has a mini basketball hoop attached to an empty garbage can or to the door of the closets, and an assortment of balls for the students to choose from. The class is divided up into two teams. One person goes at a time. The teacher gives the student a spelling word and the student must spell it correctly to get a chance to shoot the ball at the hoop. If the child misspells the word, the other team gets a chance to steal. Points are kept according to the baskets made.