1. **Guessing game**- You tell the students that you are thinking of something that is a certain color. They then have to take turns looking around the room and guessing what that object is.

2. **Ship game**- You name two items you would like to bring on the ship with you, but the objects have to begin with the initials of your name. The students then try to figure the riddle out by saying two things they would bring on the ship. They are admitted on the boat as they figure out the riddle.

3. **Two Truths and a Lie**- You tell the class two truths and a lie about yourself. They then have to figure out which is the lie.

4. **Yes Sir You Sir**- The class stands in a line shoulder to shoulder. Each student has a number, and there is a proctor. The proctor begins by saying, “The prince of Paris has lost his hat, and number 4 knows where it’s at.” The students have to make sure they know their numbers, because then the proctor will say, “4 to the foot,” and before they finish that line, that specific number has to step up and say, “Who sir me sir?” Then they go on with a little banter, and that number ends up choosing a number to go next. If the student does not say, “Who sir me sir” before the proctor finishes speaking, they have to go to the end of the line. The object of the game is to be the first in line.

5. **Heads Up Seven Up**- Seven kids are at the front of the class. The rest of the class puts their heads down on their desks, and the seven students each tap a student. The students that were tapped then have to guess who tapped them. If they guess correctly, they take that student’s place, but if they guess incorrectly the “tapper” gets to stay in the front.

6. **20 Questions**- The class chooses an object in the classroom and then the teacher has 20 questions to figure out what that object is, asking only yes or no questions.

7. **Telephone**- The class stands in a line and the teacher whispers a sentence to the next person in line. The message is to be traveled down from person to person. The object is for the exact sentence to make it all the way down the line.

8. **Hang Man**- Blank spaces are written on the board that represents a certain phrase. The kids guess letters to try to figure out the phrase. If they guess a letter not in the phrase, then you draw a body part of the “hang man.” The object is to figure out the phrase before the entire body of a stick figure is drawn.

9. **Wheel of Fortune**- Blank spaces are written on the board that represents a certain phrase. The class is split into two groups. The class spins the spinner to determine the letter point value. They then choose letters to figure out the phrase, gaining points as they guess letters correctly.

10. **Making Words**- The class is given a large word, like honorable. The class then has to figure out as many words as they can in a 3 minute time period.

11. **How Much Change**- Put a certain amount of change in your pocket and have the class try to guess how much is in there.
12. **Ball of Yarn** - The class stands in a circle. A ball of yarn starts at one spot in the circle, and then that person throws the yarn to another student making sure to hold on to the end of the yarn. The students proceed to throw the ball of yarn around the circle, making a web. The only way to untangle the web is to throw the ball of yarn in the reverse direction.

13. **Simon Says**

14. **What Could It Be?** - Pass around an object in a circle. The students have to find different uses for that item and act them out.

15. **Quiet Game** - Who can stay quiet for the longest?

16. **Four Corners** - One person closes their eyes in the middle of the room and counts to twenty. Meanwhile, the other students are choosing a corner of the room to stand in. If the student in the middle calls out their corner at the end of the twenty seconds, then they have to go sit down. The object of the game is to be the last student standing.

17. **Handshake Murder** - There is a murderer and a detective. The class goes around and shakes each others hands. The murderer tickles their victim’s hands as they go around shaking. When the students are killed, they sit down on the ground. The object of the game is for the detective to figure out who is the murderer before they are killed.

18. **Follow the Leader** - The class sits in a circle while one person goes away for 15 seconds. A leader is chosen, and the rest of the class has to mock whatever that leader is doing (clapping, whistling, snapping, etc). The leader is constantly changing the action. The person that was sent away tries to figure out who the leader is.

19. **Count A Minute** - The entire class closes their eyes. The teacher times a minute and the students are suppose to raise their hand when they think a minute is up. They can guess, try to count to sixty, or use whatever other method as long as their eyes are closed. You can proceed to do this activity with 2 minutes, or three minutes.

20. **Boom 1, 2, 3** - The teacher puts both of their hands behind their back. When they say, “Boom 1, 2, 3,” all of the kids put numbers up on their fingers. If the number on their fingers matches the number on the teacher’s fingers, they have to sit down.