

Time Fillers

1. Looking for Letters
  - Have the students write down the alphabet in a list down the side of the paper.
  - Give the students 5 minutes to write down as many objects around the room that start with each letter of the alphabet.
  - For more competition, after the 5 minutes, divide the class into boys and girls. Create two charts: one for the boys and another for the girls. List their responses on the chart to see which gender came up with more responses.
2. What if...
  - Lead a What if discussion
    - Example: What if animal and human roles were reversed? What if a child was elected President of our country?
3. Word Hunt
  - Have one child find a long word in the dictionary.
  - List the word on the chalkboard and discuss the definition with the class.
  - Give the students one minute to create words with the letters within the big word.
4. What am I?
  - Designed to improve children's ability to ask questions, learn adjectives and think logically.
  - Children sit in a circle.
  - Each student has a post-it note and they write a noun on it (cat, table, chair, etc.).
  - The children place the post-it note on the person's forehead sitting beside them.
  - Instruct the class to do this to the person on the right or the left.
  - Each child has to ask questions to figure out what he/she is.
  - The children have a chance to ask 3 questions before their turn is up, continuing until the children guess what they are.
5. I like to...
  - Good memory game, also improves self-esteem.
  - Students sit in a circle, each student names an activity they like to do.
  - The next person has to say the previous student's activity before they say their own favorite activity. If a person messes up, they are out. Game ends when one person is left.
6. The Minute Game
  - The teacher times a minute on her clock while the students count out a minute in their head.
  - Once the students think it is a minute later, they stand up, the closest one to a minute wins.
7. Bingo – various ways
  - Math - call out the numbers in the form of sums ( $11 \times 2 = ?$ ).
  - Word - use word wall words and key words.
    - Say the definition of key or word wall words.
  - Name – use at start of school to learn student and teacher names.
8. Orange, Orange, Orange
  - Students sit in a circle, each will be given name of a fruit.
  - One student stands in the center, repeats the same fruit three times.

- Person in circle (same fruit as being called) must interrupt by shouting the name before the person in the middle finishes.
  - Interrupt successfully – person in the middle stays and chooses another fruit.
  - Not quick enough – they replace the person in the middle.
9. What's the Object?
- Students are divided into teams, one student from each team is given a card with an object on it.
  - The student must get the rest of the class to say the object by describing it without using any of the words on the card.
10. Desert Island Activity
- Give the scenario to the students – You are going to be on a desert island, alone, for one month. Come up with a story as to why you are there. You can have 5 of each of the following: tools, clothes, drinks, books, records, animals, friends, one luxury (not alive).
  - The students come up with a story, publish it and present it to the class either verbally or written.
11. News Headlines
- Give the students an event in the news, plus one minute to write a typical newspaper headline.
12. Don't Get Tangled
- Children sit in a circle, one person starts with a ball of string.
  - They name someone, tossing the ball of string to that person.
  - Once everyone has been called they go in reverse order, but don't get tangled!
13. Chinese Whispers
- Similar to telephone, one person says a phrase to their neighbor, the message goes all the way around the circle of students.
  - The last person says the message aloud, then the original phrase is told by the first person.
  - This is a fun game to see the difference between the original and final phrase.
14. Describing Pictures
- One student stands in the front of the class and describes a picture to the whole class.
  - The class draws what is being described, the one closest to the original picture wins.
15. Frogs and Flies
- Similar to wink murder, expect the student picked is a frog, who sticks out their tongue to eat the fly. The detective looks for the frog.
  - Addition roles could be a fly saver, which can bring flies back to life.
16. Hangman Headlines
- Use hangman to begin a discussion about a headline from the news.
  - Once word is revealed, students will explain story behind headline and use it to start discussion within the class.
17. Kids' Questions
- Using the book, "The Kids' Book of Questions" (filled with 260 of kids' most asked questions), ask a couple of questions per day, giving students time to write in their journal.

18. Odd One Out!

- Write a list of four or five numbers in a line on the chalkboard, students will pick the odd one out.
- Example – 16, 64, 27, 8, 32 – Answer – 27, the only odd number.
- Example – 20, 44, 4, 18, 16 – Answer – 18, the only why NOT a multiple of 4.

19. The Magic Pen

- Have a special pen to rotate around the classroom for each child to tell a story.
- No one is allowed to talk without the pen.

20. If I were...

- Students will fill in anything they would want to do on a special event or day.
- Example – If I were president, I would...

21. Guess the Celeb

- Three students stand in front of the chalkboard, with a celebrity's name listed above their head.
- The students can ask 5 yes/no questions to find out who they are, while the class answers yes or no.

22. TOAS- Think of a Sentence

- Students select 4/5 letters of the alphabet and write a sentence beginning with the letters.
- Example – BFAS – Big fish always swim.

23. Classroom Timeline

- At end of school year, students could create a timeline of events that happened throughout the school year. Decorate and hang around classroom.

24. Tic Tac Toe Game

- Split the class into two groups and draw a tic tac toe game board on the chalkboard.
- Write verbs into each of the squares on the board.
- One student from each group will pick a verb; they must say its past tense to win the square.
- Rotate between the groups.

25. Heads up, 7-Up

- Five students are selected, all others put their heads down on their desk with their thumbs up.
- The five selected students go around and choose one student to pick, the students picked hide their thumbs.
- Once the five selected students have chosen, they come back to the front of the room.
- The new students picked try to guess who chose them.
- If they are right, they replace the student and they get to chose someone.
- If they are wrong, they sit back down.

26. Two Truths and a Lie

- Each student tells two truths and one lie, while the rest of the class tries to guess which one is a lie.