

	Monday	Tuesday	Wednesday	Thursday	Friday
1 	Bee Swarm	21 Questions	Mega-Word	Pictionary	Preposition Prodigy
2 	Category Bump	What Are You Doing?	Tricky Telephone	I Have It!	Meet My Mind
3 	Personal Trivia Derby	Human Letter	Where in the World?	Mad Libs	Deep, Dark Box
4 	Antsy Answer	Group Story	Math Move	Directions, Directions	Charades
5 	Who Did What?	Where are We?	Wait Time	Room of Speech	Toe-to-Toe
6 	You Did What?	Review Rock Paper	Who Knew!	Seek & Find	Hot Potato

21 Questions – The teacher or chosen student will come up with a person, place, or thing. Students will be divided into small groups and take turns asking yes/no questions to guess the person, place, or thing. The twenty-first question will be decided upon the entire class.

Antsy Answer - Divide students into small groups. State a movement and the number of times it is to be completed (ex: 6 jumping jacks). The teacher will then ask a question to the groups. The first group to say the correct answer and then complete the movement scores a point. The team with the most points wins.

Bee Swarm – Divide students into teams, the teacher calls out a word, students race to correctly spell the word for a point. The team with the most points wins.

Category Bump – Place a balloon in the center of the classroom. The teacher will call out a category. The class will say “A” as a group, and someone will call out a member of the category that starts with A, and so on. While this is happening, students will have to keep a ball suspended in the air.

Charades – The teacher gives a student or a pair of students an action or situation. The student acts it out without words. The student who can guess the word and the student performing the action both get a point.

Deep, Dark, Box – The teacher has a box with a random object in it. For a specified period of time students can ask yes/no questions about the box or perform “experiments” on the box without opening or damaging the box.

Directions, Directions – Students will take a piece of paper and the teacher will call out 10 directions for students to follow (ex: fold the paper in half, number 4-11, etc.). The student(s) who have correctly followed the directions win.

Group Story – Each student will take out a piece of paper. The teacher will give the students a topic on which to write one sentence. The student will write the sentence and pass it to the next person. The next person will write a sentence that follows that sentence. The student will fold back the previous sentence so that only their sentence is showing, and pass it on. The teacher may periodically call out a word that has to be incorporated into the sentence on that turn. Students can read aloud their own story.

Hot Potato – Students will be given a list of movements on the board that correspond a location clue (backwards, forward, sideways, higher, lower, close). One student will go out in the hallway and the teacher will hide the “hot potato”. The student will enter and the other students will give him or her clues about the location by doing the movements.

Human Letter – Students will be divided into small groups. The teacher will give the group a word with the same number of letters and the number of group members. The students will face away from the class and try to make the letters using their arms and bodies. The group that guesses the word first earns a point.

I Have It! – Students will work with a partner to create item & descriptor sentences. With teacher approval, the students will write the item on one index card and the descriptor on the other (ex: Shakespeare is the author of Romeo & Juliet, so Shakespeare goes on one card and the Author of Romeo & Juliet goes on the other). The students will also write a matching physical activity on the back of each of the cards (ex: flying). The teacher will collect the cards and separate them into item & descriptor. Students will get into two lines and one line will get items & the other descriptors. The descriptor person will ask, “Who has ...” and then read their card. If there is no answer from the other line, they must begin doing their action. The person with the matching action will call out the correct response.

Mad Libs – Teacher will project a mad libs site, students will appropriately fill in the words, and one student will read the Mad Lib

Math Move – Students mill about the room. The teacher calls out a math problem with an answer is equal to or less than the number of students in the room. When students figure out the answer they move to a table and place *one* hand on it and other students add their hand until they reach the correct number. Students cannot go to the same table twice in a row. Students who are not part of the fastest group must perform that number of a movement (ex: the answer was 7, seven students placed their hand on the table and the remaining 12 students must do 7 jumping jacks).

Meet My Mind – Students will be paired with a partner and will stand across the room from one another. The teacher will call out an activity to do in the middle. For example, first the teacher calls out to shake hands. The students walk to the middle, shake hands, and return to their sides. Next the teacher calls out high five. The students walk to the middle, shake hands, give a high five, and return to their sides. The sequence continues and the group that can remember the longest sequence wins.

Mega-Word – The teacher will place a phrase or long word on the board. Students will have set time limit to create the most and longest words they can. The student with the most words and the student with the longest word wins.

Personal Trivia Derby - All students line up on one side of the classroom. The teacher will state general sentences that will apply to some students, such as “I have a brother”. If the student has a brother they move forward a step and if not, they stay.

Pictionary – The teacher will give a noun or verb to a student. The student will draw the item without using words or sounds. If a student guesses the drawing they get a point as well as the drawer.

Preposition Prodigy – Students will get into groups of 3 and each group will designate a “runner”. The teacher will quickly call out a sequence of over, under, around, and through. The two group members will create an obstacle with their hands to make the “runner” complete the sequence (ex: make a circle with the hands to create hula-hoop-like structure for the “runner” to go through). Can have team or speed challenges.

Review Rock Paper – Divide students into pairs. Teacher will ask a yes/no question. Students will make a “rock” (fist) on their hand for yes and a “paper” (flat hand) on their hand for no. Students will keep track of the number of correct answers.

Room of Speech – Each corner will be labeled a part of speech. The teacher will call out different words and students will move to that part of the room for the correct part of speech.

Seek & Find – The teacher will put the students into small groups. The teacher will call out a direction (ex: Touch something blue). The group that first has everyone follow the direction wins.

Toe-to-Toe – Have students walk around the classroom. Call out a body part (ex: elbow, toe, pinky, etc.) and have them find a partner and meet up by touching that body part. Have the students share a piece of information that they’ve learned or something they’ve done recently. Then repeat with a different body part and a different piece of information.

Tricky Telephone – Students will be split into small groups. Each group will be given a sentence or phrase to pass through the group members secretly, one-by-one. The first group to shout out the correct phrase at the end wins.

Wait Time – The teacher will call out a scenario that requires a decision, “What would you do if...”. Before answering the question, students must perform a randomly selected movement for 20 seconds. Students will be randomly selected to answer the scenario. Variation: This can also be used for review of material.

What Are You Doing? – Students will form a large circle. The first person will begin by pantomiming an activity, like mowing the lawn. The next person will say the person’s name and ask, “What are you doing?” The person pantomiming will reply with an activity that doesn’t resemble what they’re actually doing, like swimming. The person who asked the question will pantomime swimming and the following person will ask them what they are doing, and so on. If the “pantomimer” cannot come up with a new action/activity within a few seconds, they are out and must sit in the middle of the circle.

Where are We? – Students will be divided into pairs or groups of 3. One group will come up to the front and face away from the class. The teacher will secretly show the group members the name of a place. The group members will use descriptions to get another group to guess the place. Both the giving and guessing teams will receive a point for a correct answer.

Where in the World? – Students will stand in the center of the classroom and the teacher will mark each wall as North, South, East & West. The teacher will call out a city, state, or place. Students will move to the part of the classroom to show what direction they think it is in. Variation: The room can become a different location and students have to “navigate” from there.

Who Did What? - The teacher or member of the class will come up with 1 sentence (approved by the teacher). They will say the sentence quietly to a student and the students will pass the message through the other students, seeing if it was correctly received by the final student (telephone).

Who Knew! – Students will mill about the classroom and the teacher will call out a trait or characteristic. Students will find a partner or small group who has the same characteristic. Group numbers can change during the game if necessary.

You Did What? – Students will write a certain number of appropriate have you ever questions and pass them in. During this time, the teacher will designate the front of the room for no and the back for yes. Students will pass in the questions and the teacher will read the appropriate questions as students move to the corresponding side.