

Games

To get-to-know your class, to refocus,
to review lessons and have fun!

Games for Explorers (First Year of School)

These games are listed separately and are designed for students in their first year of school, however most will also work for Adventurers (ages 6-8).

Captain's Coming	Hide the Keys	Rolling the Ball
Duck Duck Goose	Musical Statues	Simon Says

Games for Adventurers, Navigators and Voyagers

Game	Age Range	Get to Know You	Transition/Refocus	Topic Intro or Revision
30 Second Prediction	Older students		X	
Ball of String	Older students	X		
Chain Reaction	Older students			X
Fabulous Flags	All-ages	X		
Four Corners	All-ages		X	X
Heads/Tails Tournament	Older students		X	
Hello Who Am I?	All-ages	X		
Klumps	Older students	X		
Lines	Older students	X	X	
Paired Interviews	Older students	X		
People Bingo	Older students	X		
Piecing the Puzzle	All-ages	X	X	
Seven Up, Stand Up	Older students	X	X	
Buzz	Older students		X	X
True or False	Older students	X		
Word Association	Older students	X	X	X

Tips for Playing Games

- Games don't always work perfectly the first time you play. Students may need time to learn the rules. Play first to learn it and then next time to enjoy it!
- Communicate the instructions clearly. Act out each step, or have a 'practice round'.
- Have a strategy to gain the class' attention at the end of the game - especially if it is a noisy, energetic game. Try a clapping pattern, a bell or a noisy timer.

Games for Explorers

Avoid games with a single 'winner'. If not all students will get a go in a game - let them know before you begin. Make a note of who has a turn, so you can choose different students in the next lesson. As you get to know your students you may be able to make games more challenging or try some of the 'all-ages' games listed above.

Students in this age group often enjoy simple rhymes or copying actions. This can be a fun way to get their attention. You can also use a simple tapping pattern to encourage students to take turns saying their name, e.g. 'Hello my name is _____'. 'Hello _____, nice to meet you.'

Captain's Coming

Make up actions to different phrases (choose 5 to start, add more once your group is familiar with the game). You could make up ones based on the lesson. Practice the actions as a group, then call out the phrases in a different order. Students must do the corresponding action as quickly as possible. The last person (or people) to do the action are 'out' but with this age group you may like to skip that step.

Duck Duck Goose

Students sit in a circle. One child is 'it'. 'It' walks around the outside of the circle and gently taps each student on the head saying 'duck' for each student. They will then choose a student and say 'goose'. The 'goose' must chase them around the outside of the circle. If 'it' makes it back to the 'goose's' spot, then the 'goose' becomes 'it'. If 'it' is caught they are 'it' again. You may ask students to choose a different person to be the 'goose' each time.

Safety First: If playing indoors, you may ask students to crawl instead of run around the circle.

Hide the Keys

Students sit in a circle. One student sits in the middle wearing a blindfold. They have a set of keys (or a bell) in front of them. The teacher points to a student who has to quietly take the keys, return to their place and place the keys behind them. The student in the middle then has three turns to guess who took the keys.

Musical Statues

Play some music. Students dance whilst the music is playing, and 'freeze' when it stops.

Adapt the game by asking students to make a particular action when they 'freeze', or by passing a ball around the circle of students whilst the music is playing. When it stops the person holding the ball must do an action, or say their favourite animal/food/game/colour etc.

Rolling the Ball

Students sit in a circle. The teacher rolls the ball to one student who must say their name or favourite colour/food/animal/game etc. The student then rolls the ball to another student.

Simon Says

The teacher plays the role of 'Simon'. The class does any action beginning with the phrase 'Simon Says'. (e.g. Simon says put your hands on your hips). The teacher may try to 'trick' the class by saying a phrase that doesn't start with 'Simon says'. Those who do an action that Simon didn't say are out for the next round. The teacher often does the actions too, and may do the 'trick' actions on purpose. At the end of the game say 'Simon says our game is done'.

Games for Adventurers, Navigators and Voyagers

30 Second Prediction

Use a stopwatch or a watch with a second hand. Have the children stand (or raise an arm). Make sure they are facing away from any clocks in the room. When you say go, the children have to sit when they think 30 seconds (or whatever time you've stated) has passed. Don't say anything until everyone is seated (or a minute has passed). Announce those who sat closest to the announced time.

Ball of String

Sit the group in a tight circle on their chairs and give them one of the topics below for discussion. Take a ball of string with the teacher holding one end in one hand. Toss the ball of string to a student who speaks. That student holds on to the string and tosses it to the next person who speaks. Continue the discussion for a period of time until there is a pattern formed with the string.

Sample questions:

- If you could be a four-legged animal, what would it be?
- What is your favourite movie?
- If you could travel to any place in the world, where would you go first?
- If you could change anything in the world, what would it be?
- What is your greatest worry?

Chain Reaction

Write a category like foods, names or places on the board. Have each student write the letters A to Z on a sheet of paper. They have 3 minutes to write an alphabetical list of items related to the category. They may have more than one item for each letter. Then the game begins. The first student says the name of an item from their list. The second gives the name of an item from their list beginning with the last letter of the word the first student said. Continue until you run out words.

Fabulous Flags

Each person draws a flag that contains some symbols or objects that symbolizes who they are or what they enjoy. It may be useful to bring an example of a flag that represents you. Ask for volunteers to share their flags and explain the meaning of what they drew. For younger students ask them to draw something they like such as their favourite animal or food.

Four Corners

Number the corners of the classroom from 1 to 4 (or use some words from the lesson). Select one student to be 'It.' That person closes his or her eyes while the rest of the students go to one of the four corners in the classroom. Then 'It' calls out a number. All the students who chose the corner with that number are 'out' and sit down. Students pick a new corner and 'It' calls out another number. Continue until one student is left - they become the new 'It'. Make sure students have enough space to move around safely, and be very clear in giving directions to 'walk'.

Heads/Tails Tournament

All students stand up. When you flip the coin everyone has to choose either heads (hands on heads) or tails (hands on hips). Students who made the correct choice remain in the game, the rest sit down. Game continues until you find a winner.

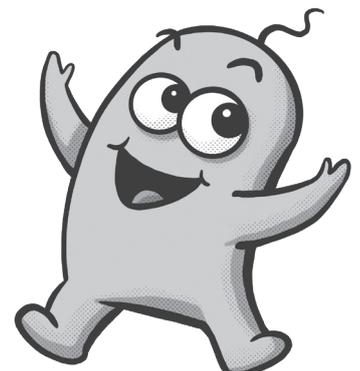
Hello Who Am I?

Choose a volunteer to come and sit with their back to the rest of the group. Select someone else to introduce themselves by saying, 'Hello, who am I?' The first volunteer responds by saying, 'Hello, is it?' If they are correct, they select a new person to replace them. If incorrect, they are told more true information (like class or hair colour) until they guess.

Repeat depending on how much time you have. This could be played over a number of weeks.

Klumps

Form groups of a certain number (2, 3, 4 or 5) Group members have to decide on something they all have in common and can act out without speaking. When all the groups have prepared, they take it in turns to act it out while the other groups guess.



Lines

Get the group to line up according to the following:

- The month of their birthday
- The date of their birthday
- Height
- House number
- Favourite number
- Etc

To make it more challenging, older group can do it without talking.

Paired Interviews

Group the students into pairs, preferably with someone they don't know well. One partner must tell the other as much as they can about themselves in 1 minute. Then swap roles. Ask each pair to introduce their partner to the group telling them at least 3 important facts they have learnt about their partner.

People Bingo

Students mingle in the room to obtain the signatures (or initials) of others who have the facts listed on the bingo sheet. They may only collect one signature from each person. Once a student obtains 5 in a row (horizontally, vertically, or diagonally) they shout "BINGO!" and win.

Prepare a 5 by 5 table, with interesting facts written inside the boxes. These facts can include funny or bizarre things. For example:

- Likes anchovies
- Been to Uluru
- Speaks two+ languages
- Never been on a plane
- Has four or more brothers
- Gone without a shower for more than three days
- Owns a pet
- Can curl their tongue
- Plays a team sport
- Can swim
- Is an only child
- Can recite the alphabet
- Likes to sing

Be creative! You can mark the centre square "FREE SPACE" like traditional bingo games. After you have prepared the table, print out enough copies for the number of students.

Piecing The Puzzle

This game requires a little preparation -- but it's worth it! Laminate five pictures. Calendar pictures work well. Cut each picture into four to six puzzle pieces. (Note: You want to end up with one puzzle piece for each student in your class.) Hand a puzzle piece to each student and have them find their 'puzzle mates'.

Seven Up, Stand Up

Some students may know this game as 'Heads Down, Thumbs Up'.

Choose seven children to be 'It' and stand at the front of the room. The other students put their heads on their desks and close their eyes. The seven 'Its' wander the room and tap one of the seated student's shoulders. As a student is tapped, they raise a hand. (The seven 'its' each choose a different student, then return to the front).

When all seven 'Its' have chosen and returned to the front of the room, they say in unison, "Seven up, stand up!" Each student who was tapped stands up and has an opportunity to guess who tapped them. If they guess correctly, they replace that person. The game begins again when all have had a chance to guess.

Buzz

This can be played using the Unit Bible Verse.

Stand students in a circle. Call out the first word (pick words related to the lesson), and choose a student to start. They say the first letter in that word. The student to the left calls out the next letter and so on. The student who says the last letter turns to the next student and says 'Buzz'. The student who is 'buzzed' sits down. If a word is misspelled, the person to say the wrong letter sits down and the spelling of that word continues. New words can be added until one student remains standing.

True or False

Each student writes a statement about themselves that may be true or false that others will not know about them eg. 'I have been to China'. Collect the statements and read them one by one. The group tries to guess whose statement it is and if it is true or false.

Word Association

Ask the children to write on scraps of paper the first word they think of when you read each word – elephant, homework, Bible, food, mouse, winter, church, write, dance, warm, God. Ask volunteers to share some of their answers to help you get to know them.