

Game Ideas

Simon Says - Choose someone to be 'Simon' who will instruct the kids to do various things: - Simon says : hands on hips! - Simon says : thumbs on chins! - Simon says : stand on one leg! At some stage Simon is to give an instruction without 'Simon says' at the beginning: 'Finger on your eye!' for example. Any kids who follow the instruction without the 'Simon says' are out.

Hangman (or you could draw growing a plant if the hangman is scary). Subjects could be bible books, women in the bible etc

Heads and Tails - toss a coin and get the children to decide whether a Heads (hands on their heads) or Tails (hands on their bottoms) - sit down if wrong.

Noughts and Crosses - One team vs other team - using 9 chairs (child from each team come out to sit on a chair until a line of 3 or run out of chairs) or use whiteboard for standard game. Could also ask questions to make it harder.

Boxes - One team vs other team. Dots and Boxes is a fun and simple classic pen-and-paper game for 2 or more players. The game starts with an empty grid of dots. The grid can be any size. Players take turns connecting 2 unjoined horizontally or vertically adjacent dots. A player who completes the fourth side of a 1x1 box earns one point and must take another turn. The game ends when all lines are drawn and boxes are claimed. The player with the most points wins. If more than one player has the same high score, the game is a tie.

Rock, Paper, Scissors - Leader vs the group. If group are the same or are better than leader then they stay in otherwise they are out e.g. if leader chooses Rock then if they choose Rock or Paper they stay in.

What's in the box - children use up to 20 questions to guess what's in the imaginary box.

I spy - I spy with my little eye something beginning with the letter ?

Yes / No game - a minute in which you ask lots of questions to get them to say yes / no.

Fizz / Buzz - counting round the room with the children and instead of 5 or 7's or multiples you say fizz (5's) or buzz (for 7's) e.g.

1,2,3,4,fizz,6,buzz,8,9,fizz,11,12,13,buzz,fizz (for 35 it would be fizz buzz).

Duck Duck Goose game - In this game, kids sit down in a circle facing each other. One person is "it" and walks around the circle. As they walk around, they tap people's heads and say whether they are a "duck" or a "goose". Once someone is the goose they get up and try to chase "it" around the circle. The goal is to tap that person before they are able sit down in the goose's spot. If the goose is not able to do this, they become "it" for the next round and play continues. If they do tap the "it" person, the person tagged has to sit in the centre of the circle. Then the goose becomes it for the next round. The person in the middle can't leave until another person is tagged and they are replaced.

Guess the time ... get them all to face one way (for us that means not facing the hall clock) and ask them to sit down when they think 30 seconds/45 seconds/1 minute has elapsed. Take a kitchen timer or whistle at appropriate point - amazing how wrong they get it and they are like sheep, they sit down together!

Sleeping lions - Have all of the children (except one or two hunters) lie down on the floor in sleeping positions. Once they are settled, they are not allowed to move - you might use the language "freeze" so they fully understand the object of the game. The hunters walk through the room and try to make the sleeping lions move by making them laugh, telling them jokes, and so on. However, the hunters are not allowed to touch the lions. Once any lion moves they are tapped and get up and join the hunters. The last child still on the floor wins!

Musical statues - Have the children move around the room while the music is playing. Children are free to dance or run around until the music stops. Once the music stops children are to freeze where they are and not move. The child who moves first is out of the game. If all of the children are doing an excellent job of remaining still restart the music. Eventually children will flinch and you will get a winner.

Musical Bumps - A variation on musical chairs, and a bit less of a logistics nightmare! The music starts and the kids walk around, dancing and being silly. When the music stops, they have to quickly sit (bump) down. Last one to sit is out. Last one left in the game is the winner!

Musical islands - Have the children move around the room while the music is playing. Children are free to dance or run around until the music stops. Once the music stops children are to find a piece of paper on the floor to stand on (these gradually reduce - only one child can be on one piece of paper). The child not standing on a piece of paper is out.

Musical chairs - The chairs are set up in two rows back to back (one chair less than the number of players). The music is turned on, and the players walk around the chairs. When the music stops the players race to sit in the available chairs. The player left standing is taken out of the game. The players all stand again and a chair is removed. The music is started and the walk around the chairs begins again. This procedure is continued until only one person remains. This person is the winner.

Musical bus - Like musical chairs but set out the chairs like a bus (two lines facing forward with a gap in between them), have the children enter the bus at the front and leave at the back. Children can only enter the bus at the front not through the windows (sides). Instead of removing chairs use pieces of paper or books to show that the seat is reserved.

Frogs and Flies / Wink Murder :- Children 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.

OR

You can change the numbers, but the basic game is: 1 detective and 1 frog (select the frog by getting all kids to close their eyes and tap someone on the head. The detective can be selected later).

The game starts and the detective looks for the frog (the person who 'eats' the flies by sticking their tongue out at them). The flies can die dramatically with lots of buzzing and spinning if they wish! The detective may be given a limited number of guesses.

Alternatives: you can play with 2 detectives and 2 frogs (or more!).

Another fun addition is a 'fly saver'. This person can bring 'dead' flies back to life by looking at the dead fly and giving a special signal (my children use a quick hand gesture indicating 'get up!'). If a detective sees a fly saver doing the gesture, they can point it out to the teacher, and the fly saver is out of the game (becomes a dead fly and can no longer save flies).

The game ends when a detective correctly identifies a frog, or when the frogs eat all of the flies!

Spy in the Camp :- 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

Choose one child to stand away from the main group or around the corner for a few seconds.

Choose another child to orchestrate movements. The whole class stand behind their chair and the orchestrator chooses a movement (e.g. clapping, jumping, swaying, mexican wave etc). Without directly looking at the orchestrator, the class follow the leader, changing the movements when the orchestrator dictates.

When the movement is in motion, the spy returns. He / she has to travel around the room trying to discover who is changing the movement, the trick for the orchestrator to only change the movement when the spy has their back to them.

The spy has 3 guesses and then the orchestrator becomes the spy in the camp. Another orchestrator is chosen.

Odd one out :- Write a list of four or five numbers in a line. They should all be answers in a certain times table except one number which should be the 'odd one out'.

The children need to find the odd number and be able to say why.

For example: 16, 64, 27, 8, 32 The odd one is 27 as the others are in the 8x table.

This can be as easy or hard as you like according to the age and ability of the children. You could also change the list so that it includes concepts from other subjects (e.g. find the odd one out in a list of countries).

Key Master :- Children have to pull keys quietly away from the 'key master' who sits blindfolded in the middle of the circle.

The key master points to wherever he/she hears the sound. If they point to the person they have to sit back in their place and another child tries to steal the keys. If they get the keys it is their turn to be the key master.

This helps to quiet and calm all children because they all have to sit silently so the key master doesn't hear the child coming and stealing the keys!

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.

Apple Pie. One child is on and faces the wall in front of the class as they sit on the carpet. Teacher points to a child on carpet who says "apple pie". Child who is on, turns around and attempts to identify child who said "apple pie". If they are correct they continue to be 'on', if wrong the child who said "apple pie" is 'on'.

Charades - who in the bible am I acting out?

Salute the captain - One player is chosen as the captain. S/he calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, s/he is out. (This decision is made by the captain who is always right.)

Orders:

To the ship: run to the captain's right

To the island: run to the captain's left

Hit the deck: lay down on your stomach (or if players don't want to get dirty, they can crouch down)

Attention on deck: salute and yell, "Aye, aye captain!" -- players may not move now until the captain gives the order of, "At ease!" (ie even if the captain gives a different order such as "to the ship" the crew must continue to remain at attention until told "at ease")

Three men in a boat: the crew must form groups of three and sing "Row, row, row your boat" Anybody who is not in a group of three is out.

The love boat: crew members grab a partner and dance. Anybody without a partner is out.

Clear the deck: everyone must have their feet up off the floor

Scrub the deck: everyone on their knees scrubbing

Captain's Quarters: everyone ran towards the captain.

Man-over-board: Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their

partner's back. Children without a partner or pairs that are too slow are eliminated.

A Periscope: Every player falls on their back and sticks one leg in the air. The last ones are eliminated.

SHARK!!!!: Everyone must run to a designated base (multiple bases can be used). The last player to the base is eliminated.

Crow's nest: All players must find a partner. The lightest player rides on their partner's back. Those without partners or who assemble the crow's nest too slowly are eliminated.

Three maids in a row: Children form groups of three and sit in a vertical row. The players who are the odd-man-out are eliminated.

Sick turtle: Everyone falls onto their backs and waves hands and feet in the air. **Bow:** Run to the front of the boat

Stern: Run to the back

Port: Run to the left side of the boat

Starboard: Run to the right side of the boat.

Row the Boat: Each player finds a partner, sits face to face, holds hands, and pretends to row a boat. Players who can't find partners or who are too slow are eliminated.

Odd one out - ask the children to think of something e.g. book of the bible beginning with the letter M. If they choose the same they are out or in. Can also get them to be out if another child has the same answer as another child.

Ladders - Sit toe to toe opposite each other and then number them. Each pair then jump over the others and back round the back to their seat.

Drop the slipper / tea towel with a knot in it - Slipper. Sit in a circle facing outwards someone then drops the slipper in someone's lap and that person has to chase the one who has dropped the slipper back to his spot if he fails he then becomes it. Like Duck Duck Goose game.

Stuck in the mud - choose a person to tag the other children who have to stand still until another child goes through their legs or under an arm.

Games requiring more planning :-

Balloon basketball - Balloons - One person on a chair at each end of the room. The rest of the team need to hit the balloon to their team member stood on the chair.

In the river on the bank - use masking tape / Rope - Jump backwards and forwards as the leader says In the River (forward) On the Bank (backwards). Anybody going slow or doing it wrong is out.

Stir the porridge - Roll of newspaper and bucket - all sit round in a large circle one person in the middle stirs the porridge (imaginary) he then hits someone runs back to the bucket to place the newspaper in whilst the one hit takes it out of the bucket and tries to hit the person before they get back to his seat.

Shops - List of items to buy - one in each corner e.g. PC World, WH Smiths, Butchers, Fruit and Vegetables - last one to reach the shop selling the item is out.

Throwing Playing Cards - the one which goes the furthest wins.

Make a paper aeroplane - the one which goes the furthest wins.