First Day of School Activities

This pack includes 5 free activities that you can use on the first day of school.

If you’re after more ideas for back to school, click the link below to have a look at the back to school super bundle:


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Thank you for downloading my product.

I hope this item is all that you require for your students and classroom. If you have any questions, comments or feedback please email me at melinda@topnotchteaching.com.

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**Game Eight: Red elbow**

**Formation**
All students are spread out in the classroom.

**Instructions**
- This game involves the teacher calling out a color and a body part.
- Students must find an object in the room that is that color and then touch the selected body part to that object.
- For example, if the teacher calls out pink thumb, then students need to find an object that is pink and touch it with their thumb. The teacher continues calling colors and body parts.
- To make this into a game students that are too slow in completing the instruction can be asked to sit down. The last student remaining is the winner.

**Skill Focus**
- Controlling body language; and
- Taking risks.

**Year Level**
- All years.

**Equipment**
- The classroom and class objects.
Dice Games

Do you use dice in your classroom? I know they can be noisy and they end up all over the place, but kids love playing games with dice. I don’t know what it is about them….but as soon as I get the dice out there’s a buzz in the air.

Dice are great to use as they help to develop:

• Number sense;
• Problem solving;
• Classifying;
• Probability; and
• Number work.

Here are 4 quick and simple dice games that you could use as a quick revision or as an introduction to a math lesson. Or even if you’ve got a spare few minutes they come in handy.

1. Chance your luck

For this game you will need: die, pencil for each student, math book or piece of paper for each student and a calculator.

• Select a number, e.g. 5. When a 5 is tossed the game will stop.
• All students stand, apart from one student who keeps a progressive total on the calculator.
• Toss a die and students record the results. Toss it again. For each toss of the die, students add to their progressive total.
• Students aim to record the highest possible score and ‘save it’ by sitting down before a 5 is tossed.
• The seated student with the highest score when a 5 is tossed is the winner.
• You could also use an 8 or 10 sided die for variety.
2. 4 minutes

Your students will need pencils and math books or a piece of paper for this game. You will also need two dice.

• Roll the dice and add the numbers together.
• Your students need to write as many number sentences for the number (e.g. 12) as they can within 4 minutes.
• For example:
  7 + 5
  20 – 8
  4 x 3
  24 / 2 etc.
• They score their sums in this way:
  – Addition sums are worth 1 point.
  – Multiplication sums are worth 2 points.
  – Subtraction sums are worth 3 points.
  – Division sums are worth 4 points.
• The student with the most points is the winner.

3. Place Value Dice

You will need one die between two students and paper or math books for students to record their numbers.

• Depending on the level of your students, get them to draw on their paper a place value table. For this example we’ll use 4 numbers which includes: ones, tens, hundreds and thousands.
• The winner is the student to produce the largest number (or you could also do the smallest number).
• Each student takes a turn at rolling the die. The player must decide where they want to write the number, in either the ones, tens, hundreds or thousands.
• The students take turns rolling the die and placing the numbers in the place value table.
• For example, one student may roll 2, 2, 1, 3. They place their numbers in the place value table as in the picture on the following page. But the biggest number that could have been made is: 3 221.
• You could make this more difficult or easy by increasing/decreasing the size of the numbers. Or you could also include decimals for older students.
4. Dice Calculations

Have your students work in small groups. They will need 4 dice for each group and paper to write on. You could also let your students use calculators for this game.

- Get one of the players to roll the 4 dice.
- Each player needs to write down a number sentence where the answer will be a single digit. Students can only use each number once.
- For example, the numbers rolled on the dice could be: 2, 6, 3, 5. Some possible number sentences:
  6 + 3 + 2 – 5 = 6, this answer would score 6 points.
  5 x 3 – 6 – 2 = 7, this answer would score 7 points.
  35 – 26 = 9, this answer would score 9 points.
- The best combination is the one that produces the largest single digit number.
- After 5 rounds, the student with the most points is the winner.
- You could also aim to produce the smallest number and also use more dice and dice with up to 10 sides.
2.4 GAMES

YEAR LEVEL: All years

EQUIPMENT
- Oval/playing field, markers, sacks, batons & skipping ropes.

WARM UP
- Students complete a straight line movement task that includes them moving either by jumping, hopping, skipping and leaping

SKILL/S TO BE TREATED - CARDIO VASCULAR ENDURANCE
- Tagging games where all students are moving.
- Red Rover all over (explained on Card 1.4).
- Relays including different modes of moving. Eg: skipping, hopping, jumping, baton passing and sack relays.
- Mini games of modified sports. Eg: minky, mini volleyball and netta netball (explained in Section Three).

**SKILL PRACTICE**

Red Rover all over come on over

Person tagging

Students try to get to the other side without being tagged.
Spin, Read, Write

Play with 2 different colored markers. Take turns to spin a word, read it and write it on the grid. The winner is the first player to get 4 words in a row in any direction.

Board 2: ay, ea, a-e, ai
Credits

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