

Classroom Games

CHEATS
SHEETS

Classroom games to energize and engage your students ready for learning.



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Classroom Games Cheat-Sheets

Classroom games to energize and engage your students ready for learning.

By Melinda Crean of
Top Notch Teaching

Thank you for purchasing this eBook.

I hope this eBook 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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CHEAT-SHEETS

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Thanks so much for purchasing this eBook.

I'm going to share with you some of the best, time-tested classroom games that you can use to re-energize your students and get them back on track for learning.

I wrote these cheat sheets as a way for you to have a handy chart that you can refer to when those blank faces and yawns stare back at you.

In the following pages I'll share with you my 11 favorite classroom games.

Feel free to print them out, stick them up in your classroom and refer to them **every time you need to re-energize your students.**



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THANKS!
MELINDA CREAN

Game Two: Hide in site

Skill Focus

- Playing fairly;
- Taking risks; and
- Demonstrating self control.

Year Level

- Lower to middle primary, K-5.

Equipment

- One small object that is not duplicated in the room.

Formation

All students sit in their seats but one student is walking around.

Instructions

- Select one player to hide the object somewhere in the room where it can be seen without anything being moved.
- The other students have their heads on their desks with their eyes closed so they do not see where the object has been hidden.
- When the object is hidden the hider continues walking around (not drawing attention to the location of the object).
- The players now also walk around the room looking for the object.
- When they locate the object he/she continues walking around the room and then returns to his/her seat without giving away the hiding place.
- When returned to the seat the person says "I spy."
- When all students have returned to their seats, the hider reveals where the object was and the first person that said "I spy" hides the object for the next time.

Game Three: Islands

Skill Focus

- Playing fairly; and
- Handling winning and losing.

Year Level

- Lower to middle primary, K-5.

Equipment

- 6 - 10 hoops.

Formation

Create several "islands" using hoops scattered on the ground.

Instructions

- Students must jog around the islands without touching them.
- The teacher calls the signal 'Islands', the students must get onto an island before the teacher counts to 5.
- Students need to share their island with others.
- Students who do not fit into one of the hoops are out of the game.
- Remove one hoop after each count of 5 until 1 island of survivors remain.

Variation – Instead of getting students to run get them to hop, skip, jump or crawl.

Credits

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