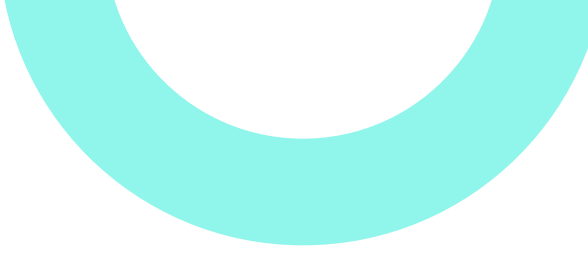


INDOOR

RECESS

GAMES AND ACTIVITY IDEAS

WHOLE CLASS



The following games or activities can be played with all or most of the class participating.

Four Corners

To play four corners, start by assigning each corner in the room a different number from 1-4. Then, have 1 player stand in the middle of the room with their eyes closed and count to 10. While they're counting, have all the other players pick corners to stand in. When the player in the middle is done counting to 10, have them choose a number between 1 and 4 without opening their eyes — whichever players are in that corner lose! Continue playing until there's only 1 player left.

The Hot/Cold Game

This group game is easy to teach and requires zero preparation. Find a fair way to select the “it” student and have this student go out into the hallway while you hide the object he or she has to search for. When the student comes back in, the class will yell *hot*, *warmer*, or *cold*, depending on how close he or she is to the missing object.

Charades

Both younger and older students will enjoy this indoor recess activity. Have kids guess animals, characters from books you've read together, and other concepts you have discussed in class. You can also have kids create charade cards: each child takes a couple of index cards and writes a charades action on it. Mix up the cards and pass them out for kids to use when playing the game. After a few whole class sessions to make sure kids understand the rules, you can have them play in small groups so that each student gets more opportunities to participate.

Heads Up, 7 Up!

To play "Heads Up 7 Up," select 7 students or children to be the pickers for the first round. Everyone else should lay their head down on their desks and hold 1 of their thumbs up. While the room is silent, the pickers should go around the class and each pick 1 student by touching their thumb. If a student's thumb is touched, they should put it down so they are not picked again. After all 7 pickers have selected someone, each student will guess who picked them. If they guess correctly, they get to be a picker in the next round.

Silent Ball

Students sit on top of their desks and toss a squishy ball to other students, one at a time, around the room. The number one rule is to remain silent. If a student isn't silent, they are out and must sit on their chair or on the floor. They are out if they don't catch the ball. If they fall off the desk, they are out. You can throw in fun variations, like clap once or clap twice between tosses. You can also set rules, like no toss-backs.

I Went to the Market

A straightforward memory game that requires you to memorize an ever-expanding list. Player 1 starts off: "I went to market and I bought ... a loaf of bread." Player 2 continues, adding their own item to the list: "I went to market and bought a loaf of bread and a bunch of bananas." Player 3: "I went to market and I bought a loaf of bread, a bunch of bananas and some fish." And so on. Items must be repeated in the correct order. If someone makes a mistake, they are out. Last one standing wins.

Guessing Game

Can be played in large or smaller groups. One person thinks of an animal (or a fruit, or a type of car, Disney Princess, or whatever). Other players take turns asking yes or no questions to narrow down and eventually guess the animal. For example: is it a mammal? Is it larger than a ____ when it's full grown? Does it live in the desert? etc.

Spot the Change

Send everyone out of the room (perhaps to have the Christmas pudding) while you subtly rearrange it. Swap a couple of pictures, remove an ornament, change the hands on the clock ... whatever takes your fancy. When guests return, they must try to spot what's different.

Hangman

To play Hangman, you'll need at least 2 players. First, one player comes up with a word or phrase for the puzzle. That player draws a dash for each letter in the puzzle, leaving a space between words, then draws the gallows above the dashes. Now, the other player guesses letters one at a time that they think are in the secret word or phrase. If they guess right, the player who made the puzzle writes in the letter over any corresponding dashes. If they guess wrong, the player who made the puzzle draws a head hanging off of the gallows and writes down the incorrect letter for the guessing player to use as a reference. Each time the guessing player chooses a wrong letter, a new body part is added to the hangman. The hangman should consist of a head, a body, 2 arms, and 2 legs. If the guessing player correctly guesses the puzzle or fills in all of the letters before the hangman is complete, they win. If they don't, the player who came up with the puzzle wins. Once a player wins, switch roles so that the guessing player from the previous round is now the player coming up with the puzzle.

SMALL GROUP

The following games or activities can be played in small groups or partners.

Paper Airplanes

Create and decorate paper-airplanes. Come up with categories for the fun.

Example: Who's can go the farthest? Straightest? Highest?

Can anyone fly it through a hula hoop? Do loops?

Make a 'bull's-eye' similar to what you would use for playing darts; can anyone hit the bulls eye...or the outer circles.

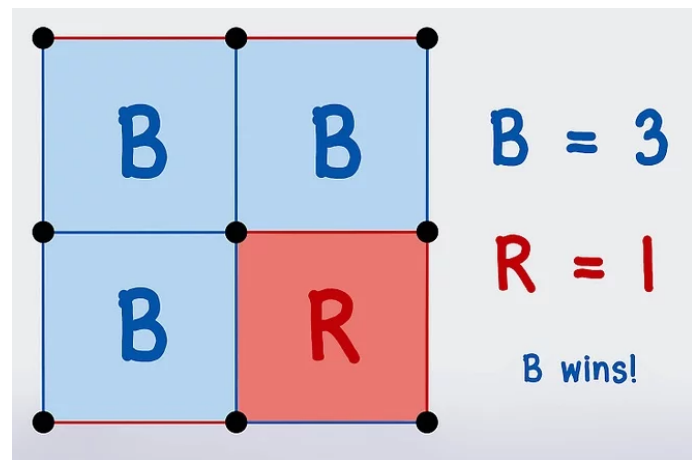
Tic-Tac-Toe

Tic Tac Toe is a fun 2-player game where players try to get 3 of their symbol, either "X" or "O," in a row before their opponent is able to. To play the game, first draw a 3 by 3 grid so there are 9 open spaces in total. Then, decide who will use X's and who will use O's. Take turns writing your symbol in one of the open spaces on the grid. Try to get 3 of your symbols in a row while also blocking your opponent from getting 3 of their symbols in row. Whoever gets 3 of their symbols in a row first wins. If no player gets 3 in a row, it's a draw, and the game starts over with a new, empty grid.

Dots and Boxes

Dots and Boxes is a 2-player game played with a pen and paper. The aim of the game is to capture more boxes than your opponent by drawing lines on a grid. To set the game up, draw a grid of dots that is at least 4 dots long and 4 dots wide, although you can make the grid bigger if you'd like to make the game last longer. To play, each player takes turns drawing a single line between two dots on the grid either horizontally or vertically. You cannot draw lines diagonally. Whenever a player completes the fourth side of a square and encloses it, that player scores 1 point and colors the box in or writes their initials inside of it to mark it off as their box.

If more than one box is created by a single line, that player scores 1 point for each box that they created. After a point has been scored, the scoring player draws another line, and their turn only ends when they can't finish off a box. Once every line on the grid has been drawn, both players count the number of boxes that they scored to calculate their points. The winning player is the one with the most boxes.



BOX GAMES

Coming Soon! - check for a bin of games and supplies to use for indoor recess only.

Card Games

Board Games

Craft Supplies

Puzzles



INDIVIDUAL

The following activities are for individuals to participate in alone. Check the classroom binder for resources.

Read

Puzzles

Rest

(Kakooma, Sudoku, Logic)

Creative Writing

Coloring

