

Classroom Games

Pictionary – Send 1-2 team members to the panel to draw their given term using the Explain Everything Whiteboard. The other team members have a set amount of time to guess (30-90 seconds) correctly. If time runs out, allow the next team to guess until a team is correct.

Password – Each round there will be a clue giver. Team 1 starts. The spokesperson has a term/person/event they must try to get their team to say without saying any of the words in the answer. They give verbal clues until their team correctly guesses or time runs out (30-60 seconds). Repeat for each team. Continue through rounds until time or terms run out. *Ex: Term:* Louis XVI
Clues: Absolute monarch. Lived in huge palace. He spent more money than they could afford. He had his head cut off.

Heads Up – Opposite of Password. Instead of one person trying to get their team to say the answer only one person doesn't know the answer and the team has to get that single student to answer. Write the term on the panel behind the person who will be guessing so the other students can see it. Set a timer for 15-30 seconds to see if he/she can guess correctly given the clues.

Battleship – Questions should be written on separate sheets of paper. Separate group into groups of 4-5. The first team will throw their "bomb" to another team. That team then has 2 minutes to read the question, discuss, and answer. If they get it right it's their turn to throw a "bomb". If they get it wrong one of their two battleships are sunk. Continue until 1 team left standing.

Wheel of Fortune – A ball of some sort is needed for this game. Divide group into 2-4 teams. Have teams play Rock, Paper, Scissors to determine order. Throw the ball to the first team. They have 15-60 seconds to answer the question you pose. If they answer correctly, one member goes to the panel to spin the wheel for their points. Keep a record of points received for each team. Team with the most points at the end wins.

Stolen Bananas – Start with 5-10 prizes written on the panel. Every student in the class completes a worksheet. Use the spinner to randomly choose one student to provide their answer. If they are correct, they get to write their name next to the prize they want to win. Continue until every question on the worksheet has been answered. Students can erase a previous name and replace it with their own if they want that prize. The name left next to each prize at the end wins it.

Stinky Feet – Divide group into teams. Display a medium to hard question with clear instructions (ex: Identify 3 causes of the French Revolution in a full sentence). One group member writes the full question for the group (rotate each round). The group discusses the question and writes the answer once they've figured it out. Another group member is the runner (rotate each round) and brings the answer to the teacher. The first 3 groups to deliver the correct answer go to the ActivPanel where there are pictures of feet in EE. Each winner deletes a foot to reveal the points won or lost. This game is called stinky feet because some have positive points, and some have negative. After a set number of rounds, the team with the most points wins.