

CLASSROOM GAMES

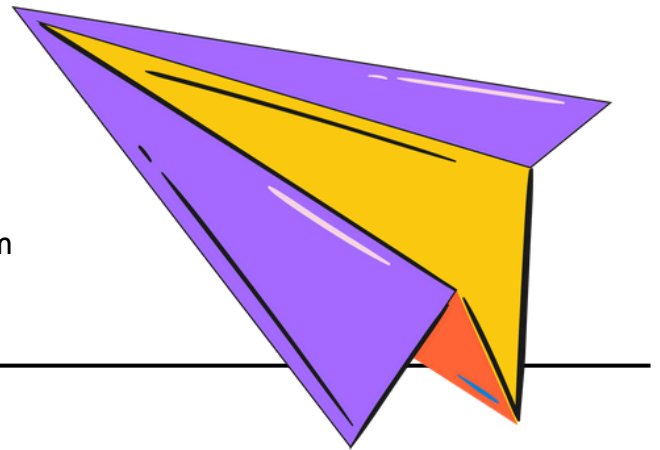
to use at a pinch

INSTRUCTIONS

This resource includes 13 engaging games requiring zero prep, designed to be used at a pinch! Something every teacher needs in their toolbox.

Perfect to use for:

- 👉 Brain breaks
 - 👉 Getting students thinking and moving
 - 👉 Building community / icebreaking
 - 👉 Channelling and focusing the energy in the room
- + so much more!!



CATEGORIES

HOW TO PLAY

- The teacher (or a chosen student) picks a category (e.g., animals, foods, countries).
- Students take turns naming items from the chosen category.
- You can't repeat an answer a classmate has said!
- If a student does repeat or takes too long to answer, they're out.

APPLE PIE

HOW TO PLAY

- One student stands at the front of the class with their back turned.
- A chosen student says "Apple Pie" in a disguised voice.
- The guesser has 3 tries to identify the speaker.
- If they guess correctly, they switch places with the student who spoke.

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COUNT TO 20

HOW TO PLAY

- Students take turns counting out loud, but only one person can say a number at a time.
 - If two students say a number at the same time, everyone starts over.
 - No repeating numbers.
 - No interruptions or jumping ahead in the count.
 - The game is won as a class team when you finally reach 20!
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PICTIONARY

HOW TO PLAY

- Create teams (however many works for you!)
 - Each team takes turns to get a secret words and try to draw it (no letters or numbers!)
 - The other members of the team have 1 minute to guess the word.
 - Guess correctly? The team gets a point!
 - Teams take turns for as many rounds as you'd like to determine the winner!
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20 QUESTIONS

HOW TO PLAY

- One student is 'in' and is given (or thinks of) the name of something.
 - The rest of the class asks up to 20 yes/no questions to figure out what the object is.
 - The student who guesses correctly gets to be the one 'in'.
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SILENT BALL

HOW TO PLAY

- Students pass a ball around the room quietly, without talking.
 - If a student drops the ball, makes a bad pass, or talks, they are out.
 - The last player remaining is the winner.
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POPCORN

- HOW TO PLAY**
- Sitting at their desks, students take turns saying “POP!” and jumping up.
 - If two students “pop” at the same time, everyone sits and starts over.
 - Everyone must take turns saying “pop” at different times.
 - The class continues until they can get through without repeating.
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ANIMALS

- HOW TO PLAY**
- Put two of each animal in a hat.
 - Each student chooses an animal.
 - Students must find their animal match, by only making the sound of their assigned animal.
 - When they find their match, they should sit down together.
 - They will confirm that they got it correctly once everybody is sitting!
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RPS BATTLE

- HOW TO PLAY**
- Students partner up and play rock-paper-scissors.
 - The winner stays standing and challenges a new winner.
 - The process continues until only one champion remains.
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WHAT THE?

- HOW TO PLAY**
- One student leaves the room.
 - The teacher or class makes a change (e.g., moves a chair, switches seats, etc.).
 - The student returns and tries to guess what has changed.
 - They have 5 guesses, and they are allowed 1 clue from classmates if they get stuck!
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THUMBS UP!

HOW TO PLAY

- Choose 4 students as “pickers”
- Everyone else sits with heads down, eyes closed, and thumbs up.
- The pickers move around the room, pressing down one person’s thumb each.
- When finished, say “Heads up, seven up!”
- The chosen students raise their heads and try to guess who picked them.
- If they guess correctly, they swap with the picker; if not, the picker keeps their spot.

21

HOW TO PLAY

- Students stand in a circle and take turns counting.
- Each person must continue on with the previous number, and add on at least one, but no more than 3.
- You can’t skip your turn.
- The person who says “21” is out.
- Play continues until only one champion remains.

NIGHT AT THE MUSEUM

HOW TO PLAY

- One student is the guard, and the rest are statues.
- When the guard isn’t looking, the statues move around.
- The guard walks around and tries to spot anyone moving.
- The last student still standing becomes the new guard.

Have fun, teachers!
Claire x



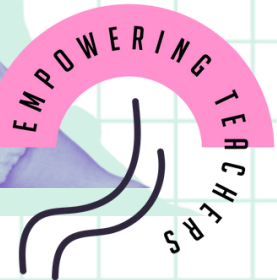


Hi teacher friend

I'm Claire!

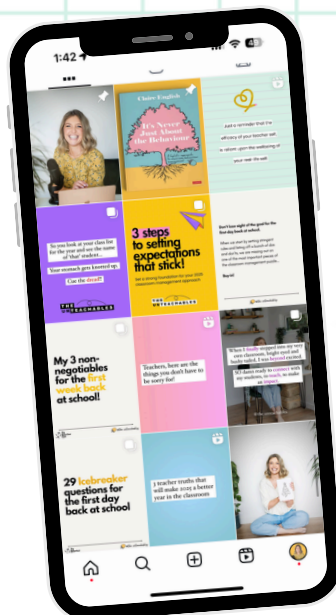
I started The Unteachables and The Behaviour Club because I am passionate about providing teachers like yourself with the support around classroom management and behaviour you deserved from the get go (but so few of you actually received!)

My mission is to help as many teachers as possible stop crowd controlling, and more confident in their ability to calmly manage whatever challenging behaviours come their way. I look forward to continuing to support you in any way possible!



Listen to The Unteachables Podcast

Say hi on Instagram



Come and join me inside The Behaviour Club!