

# TEACHER ERIC'S BIG BOOK OF GAMES

**SORTED BY NUMBER AND LEVEL OF  
STUDENTS**

## **BULLSEYE**

- Draw a target on the board. Players throw a sticky ball at it. Areas that are harder to hit will give a player more points. Keep score for teams or individuals.
- Boost interest with negative points, multipliers or other small events that occur when certain areas are hit.
- Draw the target in different shapes, like a face or a landscape.
- If whiteboard marker wipes easily off your floor, you can draw the target there.

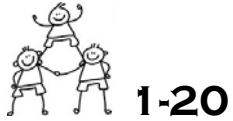


## BOARD RACE

- Players compete in a race to the board, where they complete a spelling or drawing or letter-drawing task, then race back.
- This can be done as a relay with teams.
- You can insist on perfect spelling before the run back, but this may be stressful for the speller or leave their team too far behind.
- The other option is to time the race, give a few seconds' penalty for every wrong word, then announce the winner and teach the tricky words.

## SPELLING RACE

- Payers write a spelling word repeatedly on their paper. The teacher gives a certain amount of time for each word, and varies that amount to create interest. The teacher can count down from 10 at irregular speeds, or suddenly yell “STOP!” to surprise the players.
- If a player keeps writing after stop-time, they lose the word written plus another penalty word.
- At the game's end, the players count the words they've written, and a winner is found.

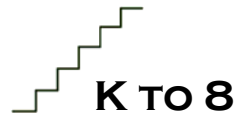


## HANGMAN

- The teacher thinks of a word or phrase, and writes an underscore on the board for each letter in it.
- Punctuation can be added by the teacher, or by the players in a bonus round.
- On each turn a player guesses a letter. If it's in the puzzle, the teacher writes it on the matching underscore. If it's not in the puzzle, the teacher draws part of a hanging man's body.
- Players win by announcing the phrase first, revealing the most letters over the course of a game, or having the fewest body parts drawn.
- If a hanging man is fully drawn before the phrase is said, that player or team is out. If the game is being played by a solo player or by an entire class, a complete phrase means victory and a hanged man means defeat.

## TEACHER SAYS

- The teacher gives the players commands, such as "touch your head" or "jump three times."
- If the command is preceded by "Teacher says" the players must do as it says. If it's not preceded, they must not do it. Players who mix this up have to do a learning task.
- The teacher can confuse the players by giving super-fast instructions, or gestures that don't match the commands.



## BASKETBALL

- Players use a die as a basketball. The basket can be a plastic one with the bottom cut off, or the teacher can form a circle with his or her arms.
- If the player misses the basket, their score is the number shown on the die. If they hit the basket, they get the number shown +5, or x2.
- Baskets sunk from beyond a certain distance get their roll +10, or x3.
- A strip of tape on the floor, or whiteboard marker if erasable, can mark the place where the players shoot from.

## MUSICAL CHAIRS

- Chairs are placed in a circle facing outward; they should number one less than the number of players.
- Music is played or sung and when it stops, the players sit down one to a chair. The player left standing must do an English task.
- The chairs can be replaced with another group of players standing still. Instead of sitting, the moving players must hug a standing player.



## HOT POTATO

- Players sit in a circle. They must quickly pass an object around the circle, until a song ends or the teacher says “stop”. The player left holding the object has to perform a task.
- This game can be renamed “Wonderball”, and played with the following chant:  
“the wonderball goes ‘round and ‘round, to pass it quickly you are bound. If you’re the one who holds it last, the game is past and you are out”.



## FOUR CORNERS

- The teacher stand in the middle of the room, closes his eyes and counts to ten.
- Players individually choose a corner of the room and go there as individuals. The teachers chooses a corner, points there and opens his eyes. All players in that corner must do a learning task, or move on to the next round, or be eliminated from the next round.

## DOTS & SQUARES

- Draw a grid using dots in the corners of the squares.
- On each turn, a player draws a line vertically or horizontally connecting two dots. If they draw the fourth line to complete a square, they write their team's symbol in the square to claim it
- For a quicker game, players can draw a bonus line each time they complete a square.



5 TO 10



2 TO 8



2 TO 30



4 TO 8

## BUBBLES

- Players write their names on the board. Encourage them to space the names out. The teacher can play too.
- When the names are all written, draw equal-size bubbles around each of them. The sides of the bubbles should touch, like in a bubble bath.
- Players throw a sticky ball to “pop” one of the bubbles. It is absorbed into the adjacent bubble with the longest shared edge. The student whose bubble was popped must do a learning task.
- The next player can be the one who was just popped, one who answers a question, or the teacher’s choice.
- The winner is the last player unpopped, or the player with the biggest bubble after a certain number of turns or length of time.

## THE TOILET GAME

- Draw a toilet on the whiteboard, with an exaggerated big bowl, flusher and roll of toilet paper. Also draw about two targets for each team, with the team’s symbol (letter or number) inside them.
- A player throws the sticky ball; if they hit a team’s target, that team’s symbol goes into the toilet bowl.
- If they hit the flusher, everything in the bowl goes down and out.
- If they hit the toilet paper, take a symbol of their choice out of the bowl and draw it back onto a target.



## PIRATE SHIP

- Draw a pirate ship for each team – the simplest is a sailboat with three stick-figure pirates holding guns and a cannon on the front.
- Players roll the dice on each turn.
- 1 = Cannon: draw a jagged hole on the other team's boat. Three holes mean the boat sinks and the stick figures are redrawn in the water.
- 2 = Gun: Erase one of the other team's pirates.
- 3 = Builder: repair a hole in the player's boat. If there are no holes or the boat's sunk, roll again.
- 4 = Doctor: Bring back a fallen pirate.
- 5 = Dragon: he eats a hole in the player's boat, and swallows one of the pirates.
- 6 = Teacher: the player plays scissors/paper/stone with the teacher. The winner chooses any roll from 1-5. The teacher can be merciful to help even out the game.
- You can also let each team draw a boat and play the game with much less structure, adding pirates and cannons and dragons everywhere.

## ROLL THE ROLLER

- If your whiteboard has a trough to hold markers, you can roll a ping-pong ball down it. Students can roll it or blow it forward, and you can draw different point values or events at each section of the trough.
- This is even better if you find a roll of toilet paper at a restaurant – one with a cardboard center that has about a 3" diameter – then take out that cardboard center, decorate it and use it to roll.



2 TO 30



K TO 6



2 TO 30



K TO 3

## CIRCLE TRIANGLE

- Draw a graph on the board. For 2 teams, 4x3 is good; for 3 teams, 5x5 without the four corner squares is nice.
- Inside the graph boxes, draw alternating blue circles, green triangles and red squares.
- Players throw the sticky ball. If they hit an opponent's shape it becomes their own.
- After a certain number of turns or length of time the game ends; score the teams as follows.

Shapes in a row/column	1	2	3	4	5
Points earned	1	3	6	10	15

## UGLY FACE

- Draw one large oval for each team on the whiteboard. When one is faster/smarter, they get to draw a feature on the other team's oval, making it into a face. End it when you like and choose the ugliest face - that team loses.



## BINGO

- You know how to play this one.

## ZERO, ZERO, 1 2 3

- This is a random number selector. 3 will be the most common number, then 2/4, 1/5 and 0/6.
- Students do the motions for paper-scissors-stone, but instead throw 0 to 3 fingers. Add the two numbers and consult a chart to see what 0-6 is.



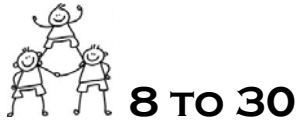
## FALLING DICE

- 6 numbers hold something up – balloons for a flying teacher or the other team's castle. When a number is rolled, that balloon pops.



## CHOPSTICK CARDS

- Arrange a deck of cards on the edge of a table, with their edges hanging off. Teams of kids must grab the cards with pairs of chopsticks.
- For bigger classes, just make more teams; up to 10 kids on a team.



## I SHOOT YOU

- The class stands in a circle. Call a kid's name – they have to duck and the kids beside them say “I shoot you”. The slower one is out. You can also quiz them and shoot wrong answers, as well as kids who help other kids.

## SUMO

- Two kids tape flashcards to their backs. Then they act like sumo wrestlers and have to be the first to read the card off the other's back.



## NINJA MOUNTAIN

- Draw a mountain with three ninjas for each team.
- Draw line segments between mountains to mark the distance. 5 is good, or 7 for a longer game.
- Each turn, a team's ninja can shoot an arrow, put up a shield, or charge a mountain with a sword. Charging ninjas cannot use shields or bows.
- Roll a die to see how far an arrow or charge goes. If it doesn't reach a mountain, it stays part-way there until it's used again.
- If an arrow reaches another team's mountain (or overshoots it), one ninja without a shield dies.
- If a charge reaches/overshoots another mountain, two ninjas have a swordfight. Roll the dice and the lower roll dies. Ties go to the defender.
- If a team has one ninja left, they can put up a shield. They cannot shoot or charge, but they are immune to arrows. Shields last 'til next turn only.
- If an arrow hits a ninja who is in mid-charge, the ninja dies. If a charge reaches an arrow that's in mid-flight, the ninja's fine. If two arrows collide, what marksmanship! They both go off the board.

## SPIDERWEB

- Get a big roll of string. The students sit in a circle. One student does a task and then rolls/throws the string to another, holding the end. The next student holds her part of the string fairly tightly and rolls/throws to another. This continues until every student is gripping the string and they form a web in the middle.
- Now all students lift the string ~30cm off the floor to form the spiderweb. The teacher takes the string from the first student. The first student completes a task and then must walk across the spiderweb, without touching any strings, to reach the second student. If he touches a string all students lift the string high and catch him. If not, the second student walks over to the third.
- Students must hold their end tightly without pulling it away from the others. It takes some discipline.



## SLEEPING LION

- Instructions.

## CONCENTRATION

- Concentration, concentration now repeat! Keep the rhythm, keep the rhythm moving! Start now!
- Students say another's name with each clap.



# WHATEVER

- Pin the tail on the donkey?