

# 20 Fun Fillers

## Whole-Class Games

Green cards require some simple pieces of equipment.



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#### Deadly Douze



In this counting game, children can say up to three numbers. The first child chooses how many numbers they will say (1, 2, 3). The next child continues (4, 5), and so on. The person who says 12 is out. This game can be played in French, too - bonne idée!

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#### Just a Minute



First, choose a topic, such as 'my perfect job'. Choose a child to start. The chosen pupil must try and speak on the topic for an agreed length of time (perhaps start with 30 seconds), without repeating themselves. The rest of the class must be on watch, ready to put their hand up and challenge the speaker for any hesitation or repetition. The challenger can then take the topic from the first child. Whoever is standing at the end of the time is the winner.

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#### Sit Down If...



The whole class begin this game standing up. You call out different things like 'Sit down if you have broken a bone' or 'Sit down if you have a brother'. Keep going until one person remains. This is also a great game to use with numbers as you can identify features of that number.

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#### A to Z



Working as a class, the children must try and name things beginning with each letter of the alphabet relating to a chosen category. You can relate it to a particular topic or a theme like book characters.

It also works really well if the class is split into groups and a time limit is set. The group that identifies the most wins!

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#### Draw It!



Show one pupil a word and ask them to draw it on the whiteboard. The class must then guess the word. This one is great at the end of topics to recap on topic-based vocabulary.

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#### What's the Rule?



Choose a selection of words or numbers to write on the board. Children must take it in turns to guess what the rule is, e.g. they all contain the /ay/ sound or they are all multiples of eight. As children get the hang of the game, you can make it more complex by having two parts to the rule, e.g. a multiple of 3 that is also even, or a word to describe some kind of movement ending in -ing.

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#### Winner Stays On



One person is 'on' and stands behind a child who is sitting down. The teacher calls out a times table or number fact question and the person who says the answer first is the winner. The winner stands behind the next person and the play continues. If the person sitting is the first to answer correctly they stand and the other child sits in their place. This is a fun (and quite competitive) game that helps to develop the children's knowledge and quick recall of different times tables or other number facts.

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#### Don't Clap This One Back



The adult claps a range of rhythms no more than four beats long and the class must copy them. However, if they hear the rhythm of 'Don't clap this one back', they should not clap. Every time someone claps the rhythm when they aren't supposed to, the adult gets a point. If no one claps when they hear 'don't clap this one back' then the children get a point. It can also be played where anyone who claps it back is out.

As the children progress, you can make the rhythms longer or the children can become the game leader.

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#### Splat



The group forms a circle with one player in the middle - they are the 'splatter'. The splatter randomly points to someone and shouts 'SPLAT!'. The player pointed to must duck down: then the two players on either side of the 'ducker' must splat each other by pointing to the other and saying 'SPLAT!'. The last one to splat sits down, and the player ducking stands back up. The game continues until there are two players left. Have them play rock, paper, scissors to determine who will be the new splatter in the middle.

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#### Sequence Game



In this tactical game, the children randomly take turns to stand up and say the next number in the sequence until the whole class is standing up. The aim is to get the whole class standing without more than one child calling out a number at the same time. If they do, they have to all sit down and start again.

You can also play this where the class remain seated and you see how high you can get before a number is called out by more than one child.

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#### Who Am I?



Members of the class are chosen to stand by the whiteboard, facing the class. Names are written above their heads and the pupils take it in turns to ask yes or no questions to the rest of the group to help them guess the famous person or book character.

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#### 21



To begin the game, get all the children into a circle and ask them to stand. Go around the circle counting in ones to 21. The child who says 21 then chooses a number from the sequence to change to a word. You can pick a theme for the sequence - for example, if the theme were zoo animals, they might say that the number 3 is now 'elephant'.

You then do another round through to 21, with students being required to remember which word stands in for which number as they go. When someone trips up they take a seat and the last one standing wins.

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#### Memory Game



Pick a selection of items from around the classroom and place them in the middle of the circle for all the children to see. You can either take one away and ask the children to identify the missing object or you can take them all away and challenge the class to recall them all!

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#### Draw Swords - Dictionary Finding



This game can be played in a number of different ways, depending on the age of the pupils. Two children are chosen and must stand back to back with a book each. If you play this game with a dictionary, the leader calls out a word to find and the first person to find it correctly in the dictionary is the winner. They remain standing and someone else comes to challenge. It can also be played with a class text where pupils could perhaps look for a character name or a particular part of the story.

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#### Syllable Squish



For this one you will need a small, soft object for the children to squeeze, like a stress ball or little teddy. Pick a category and the child holding the object must pick a word from that category. They throw the object to someone else who must say the word and squeeze the object to represent the syllables as they do. The rest of the class can echo this with claps too. They then throw to someone else and give them a word to count!

Top tip: If your class struggle with identifying the syllables, then ask them to say the words with their mouths closed. This will help them to realise how many times they wanted to open their mouth, which is the same as the number of syllables!

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#### Hot Potato



Form a whole-class circle. Give the first child a small object to hold and then call out a category (e.g. fruit). The child has to pass on the object as they begin naming things associated with that category. The rest of the class continue to pass on the item. They must name ten things before it returns to them.

You can make it easier or harder by varying the categories and the number of different words they must say.

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#### Extra Ideas



- Simon Says
- Charades
- Two Truths and a Lie

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