**Games for Elementary School that Don't Need Preparation (and Almost No Accessories)**

Whether you have a few extra minutes at the end of a lesson, you want to review material in an enjoyable way, or the students just need a change of pace, here are some game ideas to keep them on their toes. Some are old favorites, but it's good to have a reminder.

**I. ABC games:**

1. Go around the circle, say the ABC! Say it backwards.

2. Say a word that begins with the next letter: Apple, bang, ceiling, dingdong

3. Say a word that ends with the next letter: PandA, snoB, arC **(This game is probably only good for more advanced students or native speakers.)**

4. Alphabet Relay: This is for when they are learning a-z. (You must have a board at the front of the classroom to play!)   
Split your class and board in half and have each team line up one behind the other. The child at the front of each team is given the chalk and they must run up and write the letter A. They then run back and give the chalk to the next child in their team and joins the back of the line. The next child then runs up and writes B and so on until the alphabet is complete. The first team to finish wins.

5. Board Scramble: The teacher puts the whole alphabet on the blackboard in a scramble of letters here and there, but low enough that the students can reach. Have two teams and call out a letter. The person that is able to find and circle it first wins a point for their team. To make things harder have capital and small letters. Even more challenging- have four teams all looking for the same letter. The kids just love it. You can do it with numbers and also words.

**II. Physical Games (Movement):**

1. Action Race: This is a fun game using actions. Use actions like jump (or variations: jump with your hands on your head), hop, clap, skip, walk and sing, run etc. Have the students split into two teams and sit in lines with a chair by each team and one chair at the other end of the room. One student from each team stands next to their chair and the teacher calls an action, e.g. "Jump". Students must jump to the chair on the other side of the room (and back). If you want to practice a grammar point, the students, upon arrival, can say, "I jumped" or students can say "I can jump", etc. First one to do it gets their team a point.

**2. Shimon Says:**A good review for body parts, actions and following instructions. ("Shimon says touch your knees").  You could change Shimon to your name to avoid confusion. When the teacher says a sentence without the word "Shimon" (e.g. "Touch your knees") students shouldn't respond. In addition, they must do what they're told, not what the teacher does.

**3. Train Ride Game:**Have students form a train (standing in line holding onto each other).  Choo choo around the classroom and call out instructions (e.g. faster, slower, turn left/right, stop, go).

**III. Oral Games (Talking)**

1. Apple Pass: Have all students sit in a circle. Use a fake apple and toss it to one student. But you must say one English word as you pass. The student then throws to another student and says a different English word. If the student you threw it to drops it, he/she is out. The game keeps going until you have one winner. It can be played with different categories, such as Food, Animals, etc.

2. **Name Memorizing Game:**Have children sit in a circle. Start by saying "my name is.." and then answer a question about yourself. For example "My name is Sara and I like the color purple." The next person says "This is Sara and she likes the color purple and my name is Rivka and I am 8 years old." The next person says "That is Sara, she likes purple, this is Rivka and she is 8 and I am Rochely and I like the color blue." It's a chain and the kids have to repeat what the last people have said about themselves. It's really hard to be the last person in the circle!

3. **Spelling Bee:**Have all your students stand at the front of the class.  Give the first a word to spell.  The student orally spells the word and the teacher writes it on the board as it is being spelt.  If the spelling is wrong the student is knocked out of the game.  The last student standing is the winner.  This also works well as a team game.

4**. I Spy:**The teacher says "I spy with my little eye something that begins with B".  Students try to guess the object (e.g. "book").  Colors are a good alternative for younger students ("... my little eye something that is red").

5. **Last Letter, First Letter:** Have the students sit in a circle with you.  The teacher starts by saying a word. The student to the teacher's right must make a word that starts with the last letter of the word that the teacher said (e.g. bu**s** --- **s**tea**k** --- **k**e**y** --- **y**ello**w** --- etc.).  Continue around the circle until someone makes a mistake or the students are tired!

6. Fog: The teacher gives hints to form a rhymed pair: A wooly animal, what you do at night: (sheep, sleep).

At harder level, do a trio: A number, a tall growing thing, myself: (three, tree, me)

Or in a sentence: I am climbing it more than twice:(three, tree, m**e)**

**Here are some pairs that can be used:**

**Here/ there, eat/meat, nice/ice, white/light, run/fun, red/bed, go/slow, name/game, mother/brother, cow/now, high/fly, plant/ant, four/more, ring/sing, fast/last, cake/bake.**

7. **Preposition Treasure Hunt:**For prepositions of location and yes/no question practice.  You need something sticky, like 'Blue Tak' (used for sticking posters to the wall) that you can roll into a ball and stick on anything.  Model first: give the Blue Tak to a student and indicate that they should put it in a difficult-to-find place.  Leave the room and give them a few moments to hide the Blue Tak (e.g. on the underside of a desk, on the wall behind a curtain, etc.).  Then come back in and ask yes/no questions to locate it (Is it on the desk? Is it near the desk?  Is it in the front half of the classroom?  Is it under the chair?  etc).  When you finally find it have a student take the questioner's role.  In a large class try having students play in pairs.

**8. There is/there are:**To practice there is/there are.  Give your students a list of questions, and have them go around the school in order to answer the questions. Questions could be:  
How many doors are there in the school?  
How many teachers are there in the school in this moment?  
How many plants are there in the hall?  
How many tables are there in the classroom? etc.

If the teacher wants it to be a competition, the winner would be the student or the team with the most correct answers.

9. Twenty Questions:The teacher or student is a something or somebody and everybody has to guess by asking yes/no questions. Younger kids must be taught that just asking 'Are you Moshe Rabeinu?' (for example) will not work. They have to think by category:

Are you in this room, Are you man or woman, alive or dead, real or fictional.

The team has x seconds or x questions before they yield the points to the other team.

**10. Word Chain:**Have the students sit with the teacher in a circle.  The teacher says a word (or sentence) and then the next student repeats that word and adds a new word. The second student then says the 2 words and adds another.  Continue going around the circle until the list gets too long to remember! This can be done randomly, according to the alphabet or by categories.

**11. Whisper (Telephone) Game:**Sit the students in a circle with you.  Whisper a word or sentence in the next student's ear (e.g. "I'm hungry").  S/he then whispers that in the next student's ear and so on until the last student.  S/he then says the word/sentence out loud to see if it's the same as the original message.

**IV. Written Games:**

1. Bingo: Use words they just learned; or review or any list:

Can even play bingo with just ten words and 3 spaces.

Or 3x3 or 5x5. Make the rules very clear.

Who wins? First line any direction? Then Full house (not every straight line is BINGO, only the first/ or first diagonal or first 2…)

The teacher can say a word in HEB and they find it in ENG. It's much harder.

**2. Category Writing Game:**Divide the classroom into two or three groups. Each group chooses their "captain".  The teacher writes on the board a word like "FRUIT" or "COLORS" or "ANIMALS", etc.  Each group has to tell their captain to write down as many words as they can which belong to that category. They have 1 or 2 mins.  Each group gets 1 point for each word.

**V. Silent Games:**

1. Charades:The teacher can decide on a category, or use the game for review of new vocabulary. The teacher demonstrates first by acting out a word or expression to the class - **without speaking or vocalizing to them at all.**

Then a student must act out or otherwise communicate the meaning of a word or expression (which the teacher tells him/her quietly) to the class - **without speaking or vocalizing to them at all.** The student who figures out the word/expressionis the next "actor".

The game can also be played in teams. Each team gets a word or expression that one team member must act out .The team that figures out the answer first gets a point. The team who has the most points at the end of the game wins.

2. **Silent Ball:** This game has nothing to do with English. It's simply a game to relax a restless class and to get them back on track. If the students are being loud and off task play this game with them. It really works and they love to play it. Have all the students stand up and give one student a ball (make sure it is soft). Have the students toss the ball to each other without saying a word. Any student who drops the ball or talks must sit down.

**VI. White Board Games:**

**1. Make Words Game:**Write a few random letters on the board.  Have the students work in pairs/small groups to make up as many words from the letters as possible (e.g. letters: g, h, a, t, p, e, c. Possible words: cat, peg, tea, hat, get, etc.).  The team with the most words is the winner.

**2. Reading Rules Tic Tac Toe:** Draw two basic tic tac toe boards on the white board with words that share reading rules. (For example: three, me, be, see, etc. or cow, how, now, wow) in each block. Each word is missing one, two or three essential letters depending on students' level. One student from each team is called up and must fill in the missing letter(s) and say the words aloud. The team that fills it in first wins.

**VII. Reading Game:**

**Rhythmic Reading:**This activity is fast-paced and lively, and improves their word recognition, speed, and confidence in reading. Choose a reading passage (one page if using a basic text, maybe one paragraph if using a more advanced one). Start a rhythm (clapping or tapping on your desk). Choose one student to start. Each student must read one sentence (or word, if you want), exactly on the beat and pronounced correctly. Immediately after the first student finishes, the next one starts with the next sentence, and so on. If someone misses a beat or stumbles over words, they lose a 'life' or they are 'out'. If you use the 'out' method, it isn't so bad, because the 'out' students help to keep the beat and follow along. In my experience, all students, whether 'out' or not, have focused intently on the reading - waiting like hawks to hear someone's mistake. Of course you can vary the tempo, making it much easier or much harder. This can also be played as a team game (which team can make it to the end of the passage, on beat, with no stumbles or mispronunciations?).

**VIII. Memory Game**

**Vanishing Objects Game:**place a number of objects in front of the Ss.  Give them a few moments to memorize the objects and then tell them to close their eyes.  Take away one of the objects and then tell the Ss to open their eyes again.  The first S to guess the missing object can win that object (for 1 point) and take away an object in the next round.