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20 FUN GAMES FOR CLASSROOMS



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20 FUN GAMES FOR CLASSROOMS (PLUS BENEFITS AND EXAMPLES)

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A hand moves a chess piece on a board.

Classroom games aren't only a fun addition to lesson plans but they can also help teachers form better relationships with their students while helping them improve necessary skills. Many classroom games can be adapted to suit your curriculum and the grade level of your students so you can introduce an activity that's right for your classroom.

In this article, we discuss classroom games and their benefits and take a look at 20 classroom games for you to consider for your class.

BENEFITS OF CLASSROOM GAMES

Classroom games are a great way to create well-rounded lesson plans. Here are some benefits of using classroom games:

Encourages creative expression: Many classroom games involve an artistic component, allowing students to develop their original ideas and express themselves creatively.

Allows varied learning styles: You can use classroom games to incorporate different learning styles into your curriculum. For instance, some students learn skills more effectively by participating in an activity rather than reading or writing text.

Helps students adjust to school: Games can become a strategy for helping students adapt after they spend time away from the classroom. It can also help students who are new to the school.



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Creates a comfortable learning environment: You can use games to bond with your students, create classroom guidelines and promote a comfortable and welcoming atmosphere for learning new skills.

Encourages interaction: Games are a great way for students to interact with each other in a fun and relaxed way. This can be especially beneficial for shy or introverted students.

Encourages team spirit: Students who work on teams learn the value of being a team player and how one person's contributions can benefit the whole team. Teamwork skills can also help students work more efficiently within study groups.

5 GAMES TO HELPO STUDENTS WITH RESEARCH AND STUDY SKILLS

1. Studying contest

This game can help students study lesson content and quickly analyse information, making it beneficial for reviewing test material. You draw two circles on a board or projector screen and label one "Yes" and the other "No."

Separate students into two teams and call one representative from each to listen to a statement and decide if it's true or false. The first student who taps the circle with the correct answer wins the round for their team.

2. Find the clues

During this timed game, students can practice their concentration and communication skills while studying lesson material. You provide several terms or names on small pieces of paper and assign a certain amount of points to each one.

Working in teams, one student picks a word and gives their team-mates clues without saying it. Their goal is to identify as many words as they can. The team that has the most after 60 seconds wins the round.

3. Find the object or image

In this physical activity, students can learn research skills while learning the components of a classroom. You provide a list of objects or images in the classroom and set a timer for three minutes while students search for them.

You can also hide mathematical equations around the room and instruct students to solve them within the time-frame. It may be helpful to provide additional guidelines for finding objects to encourage teamwork and constructive exploration.



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4. Category contest

During this game, students use their base of knowledge to learn how to connect separate concepts. You provide topics and related categories, then direct student teams to think of words associated with it that begin with a randomly selected letter.

For instance, one topic could be "outer space" and a related category could be "planets." If the assigned letter is "M," the planet might be Mars. It might be helpful to design a point system based on different parameters like the complexity of the word.

5. Bingo

You can use this game to review lesson content and help students study for exams, particularly when teaching vocabulary words or multiplication tables. You prepare a grid for each student with different questions or mathematical expressions.

Then, they read items from a corresponding list and students listen for their options, marking the grid with the correct answer. The student who marks their entire grid with the most correct answers wins the round.

3 GAMES THAT BOOST MEMORY

1. Memorize objects

This game can be an engaging way to introduce a new subject with a lot of relevant tools and materials like chemistry. You place at least 15 different objects on a classroom table and students study them within a certain time frame.

Afterwards, you cover the objects and ask students to recall certain details about them and explain what purpose they might fulfil. You can also have the students view images on a projector screen instead.

2. Finish the sentence

You can use this game to teach students memorization and concentration skills, particularly if they're at a middle school grade level. You write half of a sentence on a board like "I'm leaving on a vacation and bringing," followed by a blank space for the second half.

The first student adds an item to a list such as "I'm leaving on a vacation and bringing my dog." Afterwards, each student repeats all previous additions before including their own.

3. Replace the number

During this game, students can practice concentration skills and learn important number sets. You pick one number and replace it with a sound or word like "zing" or "buzz."



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Then, students read the numbers out loud and use the replacement instead of the selected number. If the student says the number instead of the replacement, they step out of the game until the next round starts.

5 GAMES TO IMPROVE COMMUNICATION SKILLS AND TEAMWORK

1. Charades

In the game of charades, students can study vocabulary words and learn public-speaking skills by doing physical exercise. One student performs actions or movements associated with a word while their classmates guess it out loud. The person who guesses the correct option receives the next word to perform.

For instance, if the word is "debate," then a student might simulate an exchange with another person. You can add a teamwork element by dividing the class into groups and directing them to only guess the words for other members of their team.

2. Jeopardy

In this contest, students can learn teamwork and review lesson content by earning points. You write questions or mathematical equations on index cards and list points on the other side of the card based on content difficulty.

Separate the cards into categories and place them on a screen or board for teams to select and attempt to answer. For instance, one category might be quadratic equations and its 500-point card has multiple steps while a 100-point card has very few.

3. Connect through stories

You can use this game to encourage students to bond with each other and reflect on their conduct, particularly if they're in high school. You can pick up a ball of yarn and share a personal anecdote of a situation where you solved an issue and learned something new. Then, you hold the end of the yarn string and give the ball to a student, who shares a situation of their own. When they're finished, they hold on to the yarn string and pass the ball again, creating a physical representation of connecting with other people.

4. Collaborative drawing

In this activity, students can learn teamwork skills and express their creativity. You provide each student with a sheet of paper and a writing implement, then direct them to draw a picture within a set timeframe.



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Afterwards, the student passes their drawing to another classmate and continues the drawing of someone else. This continues until the student receives their original artwork, and describe it to the rest of the class.

5. Word definition

In this game, students can deepen their understanding of relevant vocabulary words, particularly high-level options. You choose a word and direct students to write what they think the meaning is on a piece of paper.

You read the definitions out loud and have students vote on which option is most likely correct. It may be helpful to give students tips during this game (e.g. identify familiar words, etc).

3 GAMES THAT INCORPORATE EXERCISE

1. Pass the object

In this game, students can exercise while reviewing important terms and numerical expressions. You separate students into groups and give them each a soft object or small ball to toss a few feet.

Then, you reveal a question, which the student has to answer before tossing the ball to someone else, who answers the next question. When each student in a group finishes passing the object, they win the round.

2. Four corners

If you have a bigger classroom, you can try this game to help students work off some energy. Instructors assign names to four corners of the room and direct students to pick a corner to stand in during a certain time-frame.

Afterwards, you announce one of the four corners and the students standing there must step out of the game until the next round. The last student standing in a corner is the winner.

3. Freeze-dance

You can use this game to help students get ready for an academic lesson after recess or to end the school day on a positive note. The students move all tables and chairs to one side of the room while you set up a speaker to play fun music.

You direct the students to stop moving their bodies when you pause the music at random moments. If a student continues to move, they step out of the game for the current round.



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4 GAMES THAT IMPROVE PROBLEM-SOLVING SKILLS

1. Secret investigator

You can use this game to teach deductive reasoning skills between academic lessons. You write a word on the board and select one student to be the investigator and leave the room while you select another to be the secret leader.

This student coordinates the others in an action like clapping or chanting words, which they change every 30 seconds. When the investigator returns to the room, their task is to determine who the secret leader is.

2. Stacking competition

In this contest, students can learn teamwork and practice problem-solving. Separate students into groups and give them plastic cups, a rubber band and string.

The students tie pieces of string to the rubber band, one for each team member, then wrap the rubber band around the first cup. Their goal is to figure out a way to lift the cups using the strings as a team and stack them in a specific shape like a pyramid.

3. Invent a solution

Students can play this game during breaks to practice problem-solving in teams and learn how to create original ideas. You announce a problem students can solve using only three provided objects.

You can use creative examples like saving the world from an imaginary creature or a situation from everyday life like how to help a friend make an important decision. After a certain time-frame, each group presents the solution to the class, then answers questions about it.

4. Guess a classmate

You can use this game to help students restore their concentration and practice their problem-solving skills after a break. Students close their eyes and place their hands on a table in front of them.

You select some students to go around the classroom and gently tap other students' hands. Afterwards, these students guess which classmate tapped their hand and switch roles if their answer is correct.

Source:

<https://www.indeed.com/career-advice/career-development/classroom-games>



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