

Autumn Term One 2020



Creating An Active Classroom

End Of The Day Activity Ideas

Stand Up / Sit Down

This game is to be played in the classroom with children stood behind their desks. It can be carried out for two purposes:

- To get to know your class.
- Or to use as a tool for self assessment.

Getting To Know Your Class

The teacher states a sentence relating to the children and their lives.

When the sentence is relevant to you, you must stand up.

For example; 'stand up if you have a brother', 'stand up if you play sport outside of school'.

Self Assessment

The teacher states a topic relating to learnt knowledge, for example multiples of 4.

Every time a multiple of four is said, the children stand up.

This can work for a variety of topics, such as: capital cities or characters in a book.

For the younger ones, it is useful for identifying initial sounds. For example, stand up when you hear a word beginning with 'c'.

Progression

You could nominate a confident child to pick the topic and say the answers for the rest of the class.

Balancing Bingo

This game tests both balancing skills and knowledge! It is great at the end of the day for self assessment purposes or just to end the day with a little in class competition.

All children start by standing behind their desks (make sure no one is holding on to the desk or chair).

The teacher picks a topic, for example: multiples of 6.

Each child is asked to think of a multiple of 6 and must state their answer when it is their turn. If they can't think of an answer, or if they say an answer that has already been used, then they must balance on one leg.

When it gets round to them again, if they get the answer wrong for the second time they are out and must sit down.

An alternative topic could be providing a letter that their answer must start with for example 'objects you might find in a PE cupboard' beginning with 'b'.

To keep children in the game for longer, if they are already balancing on one leg but get their next answer correct, they could go back to two legs.

Topic Ideas: adjectives, times tables, colours, objects to buy at the supermarket, animals...the list goes on.

Passing Game

This game can be played just for fun or to assess learning.

You will need a ball, beanbag or soft toy for this activity.

To start, ask the children to form a circle, selecting one child to start with the ball. The child must say the name of another class member and then throw the ball to them. This continues until every player has both received and thrown the ball.

Repeat the process using the exact same order as before. This will challenge the children to remember who they received and pass the ball to.

This can then be adapted to assess learning by asking children to name specified information, topics or numbers when throwing. For example, 'name a planet when you throw the item'.

To challenge the children further, ask them to remember the list of items and add one to it. For example, if I was the third person and the topic was animals, when I caught it, I would name the two animals said before me eg. lion, monkey and then add one to it...elephant. The fourth person would then say 'lion, monkey, elephant'...and add one more to it etc.

You could also challenge the children by adding a second ball in and starting them at different times so there are two objects to look out for on the way round.

Top Tip: Make sure the children do not pass the item/ball to the person next to them.

Splat!

Circle games are sometimes the simplest but most effective games! This one in particular is guaranteed to go down a storm in any classroom.

The children start by forming a circle with the nominated 'splatter' in the middle. The 'splatter' randomly points to someone and shouts "SPLAT".

The player who has been pointed to must duck down, whilst the two players either side of them point at each other and also shout 'SPLAT'.

The player who is the quickest to 'SPLAT' their opponent wins! Leaving the other player to sit down and the player in the middle (who was ducking) to stand back up.

The game continues until there are two players left. The remaining two players then stand back to back, waiting for a call from the 'splatter'. The 'splatter' chooses a signal word, for example 'blue'. The splatter then says a series of colours. When the players hear the signal word, 'BLUE', they must turn, point and shout 'SPLAT'!

The first player to shout and point wins!

You could make this longer and slightly more challenging by giving players an extra chance, for example, if they are out once they must balance on one leg.

You can choose your 'splatter' as a way of rewarding good behaviour from throughout the day.

Hot Potato

This is a quick fire game, good for encouraging children to think on their feet.

You will need an object you can throw, such as a beanbag, ball or soft toy.

This game works best if the children are split into small groups, but could also work as a whole class activity.

A theme is decided and a child is thrown the object. It is then a race against the clock to give 5 correct answers before they must throw the object to the next person in their group. For example, if the theme is adjectives, the answers could be: sweet, blue, fluffy, tall and spiky.

The time limit and theme given can be adapted for any age group and ability.

If carrying out this game in small groups, another element of competition can be added in where the teams are pitted against each other to successfully get around each team member first.

This game can be based around prior learning or just for fun.

Topic Ideas: prime numbers, sports teams, times tables, conjunctions, food... anything you, or the children can think of!