



Bag of Tricks – Time Fillers!

(Trick: A quick, artful way of getting a result)

Grades 1-6

- **Pose Like a Statue!** (Gr. 1) This is a fun game to play while waiting in line for snack or events. One person is "It" and calls out "Statue!" All of the other kids freeze and try to look the most like a statue. The person who is "It" selects the one who looks most like a statue. This person starts a new round. This is a fantastic, imaginative, and engaging game.
- **The Numbers are Snowballing:** (Gr. 4-6) The main rule is that everyone must remain quiet unless the teacher points to them. Begin by pointing to one student and stating an addition fact such as $7 + 9$. When the student replies 16, quickly turn to another student, point and say, plus 5. That student must add 5 to the previous answer. If a student does not hear the answer, was not following along mentally or says anything other than the answer, the game starts over. The goal is to reach 100 with no mistakes and nothing spoken other than the correct answers. The game can be played with subtraction except start with 100 and work your way to 0.

- **Creative Ways to Line Up:** (Gr. 3-6) This game encourages teamwork, communication, and leadership skills at the same time. Have the students line up in unusual ways by:

- Height (tall to short; short to tall)
- Shoe size
- ABC order by middle name
- Birthday months

Students get no help from the teacher. Since students can't leave until they have the correct order, they will learn to work together quickly.

- **Group Yourself:** (Gr. 2-4) Using different colored adhesive dots, randomly place stickers on students' foreheads. Ask them to place themselves into groups according to color. No talking or writing is allowed. Students may help each other, however by pointing to a color on a poster to alert that person to what colored dot is on their forehead. Once a student knows their color, they are able to round up those students who have the same color on their forehead. Set a time limit.

- **Team Competitions:** (Gr. 3-6) Divide students into equal teams. Working together, students write the names of as many things in each category as possible. Team points are given for correct number of items.
 - Name 5 body parts above the neck (mouth, nose, brow, hair, lash)
 - Name 4 body parts above the neck that have 3 letters (eye, lip, ear, lid)
 - Name the continents
 - Name the continents in ABC order (Africa, Antarctica, Asia, Australia, Europe, North America, South America)
 - Name as many gems or precious stones as you can (diamond, ruby, emerald, sapphire, garnet, opal, amethyst)
 - Name as many breeds of dogs as you can (poodle, bull dog, mastiff, German shepherd, Labrador, Pekinese)
 - Name all the musical instruments that begin with "t" (trombone, trumpet, timpani, tambourine, tuba, tom-tom, triangle, tin whistle, tenor horn, tenor viola)
 - Name as many languages as you can (English, Spanish, French, German, Russian, Portuguese, Italian, Greek, Hebrew, Finnish, Dutch, Swedish, Danish, Arabic)
 - Name as many sports as you can (soccer, football, basketball, volleyball, tennis)
 - Name as many kinds of transportation as you can (airplane, helicopter, train, car, truck, bicycle, skateboard, boat, tram, bus, monorail, scooter, skates, cable car)

- **Five Directions:** (Gr. 1-6) This is an engaging game for all students! It develops concentration, memory and teamwork. The idea is to follow all five directions, in order, with absolutely no help or hints from the audience. Choose a volunteer to be the first player. Say all five directions quickly. The student waits until you have finished giving all directions, then he begins. When the child is successful, he may choose the next player. If he is not successful, call on others to try. Here are a few possible directions:
 - Pick up a piece of paper off the floor.
 - Write your name on the white board.
 - Turn around one time.
 - Ask Jimmy how old he is.
 - Get a drink of water.
 - Clear your throat.
 - Write a multiplication fact on the white board.
 - Sing "Happy Birthday."
 - Turn off the light switch.

- **Higher or Lower:** (Gr. 1-6) For younger students choose a number between 1 and 20. For older students, 1-100. Let's say the secret number is 75. The student guesses 46. You say "Higher." The student says, "80." You say, "Lower." The object is to correctly guess the number in six guesses or less.
- **Guess My Number:** (Gr. 3-6) Choose two players. The first player faces the class. Choose a number between 1-20. The second player stands behind the player and holds up a card with the secret number written on it. The first player cannot look at the card, but the audience can see the number. The object is to ask four questions, and then for #5, guess the secret number. After each question, the second player answers either "Yes," or "No." Here are some suggested questions students might ask.
 - Is it an even number? No
 - Is the number prime? Yes
 - Is the number greater than 10? No
 - Is the number less than 5? Yes
 - Is the secret number 3? YES!

- **Memory Game:** (Gr. 2-6) This game requires all students to listen to responses from their classmates. Let's say the category is vegetables. The 1st student says, "Carrots." The 2nd student says, "Carrots, broccoli." The 3rd student says, "Carrots, broccoli, corn." The game continues with no one repeating an item. If a player repeats an item, the game must begin again. Here are a few categories:
 - Names of superheroes
 - Names of cartoon characters
 - Names of States in the USA
 - Names of countries in the world
 - Names of teachers in your school
 - Names of every kind of tool you can think of
 - Names of kinds of ice cream
- **Hangman:** (Gr. 1-6) Use these variations to play the traditional Hangman game: Book Titles, Spelling Words, Colleges and Universities, Cities, States, Patriotic Song Titles, Things with Wheels, Musical Instruments, Presidents, and Short Words students will never guess (fly, why, shy, win, zoo, yep).

- **Silent Speedball:** (Gr. 1-6) This game is an all-time favorite especially on rainy days. All students sit on top of their desks. The teacher's goal is to cause all students to talk, thus eliminating them from the game. The teacher will resort to all sorts of devious methods, from asking a student questions, and otherwise trying to engage them in conversations. When students understand they may not speak, the game begins. The teacher tosses a soft ball to a student. The student tosses to another. If a student talks or misses the ball, the student is out. The teacher decides whether it was a bad throw, in which case the child who tossed the ball is out, or the person just missed the catch. Play continues until two players are left in the game. Eventually one player will miss the catch or talk. Change up these rules during the game: "Throw to boys only. Throw to people with brown hair. Throw in this sequence, boy-boy-girl. Throw to the person furthest away. Throw only to Jeff. Throw to anyone. Faster! Faster!" Students, who are out, are advised not to talk, or they cannot play in the next round.



For more information, contact

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