



Wet Play Games

This is our wet play document that coaches can use if inside the classroom during lunchtime and after school clubs.

The Hot/Cold game

This group game is easy to teach and requires zero preparation. Find a fair way to select the "it" student and have this student go out into the hallway while you hide the object he or she has to search for. When the student comes back in, the class will yell hot, warmer, or cold, depending on how close he or she is to the missing object.

Charades

Both younger and older students will enjoy this indoor recess activity. Have kids guess animals, characters from books you've read together, and other concepts you have discussed in class. You can also have kids create charade cards: each child takes a couple of index cards and writes a charades action on it. Mix up the cards and pass them out for kids to use when playing the game. After a few whole class sessions to make sure kids understand the rules, you can have them play in small groups so that each student gets more opportunities to participate

Four Corners:

- 1.Number the four corners of the room. Put up a sign at each corner, numbered 1, 2, 3, and 4. You can label the corners with colours or words instead. If you're a teacher, try using something related to today's lesson.
 - 2.Make space at the sides of the room. Clear the area near all four walls, so children can easily move between corners.
 - 3.Ask for a volunteer to be "It". The volunteer gets to stand in the middle and count down.[3]
Explain the rules. Tell the players the rules of the game:[4]
 - 4.The person in the middle will cover her eyes and count down from 10 to 0, loudly and slowly. Everyone else moves to one of the four corners, very quietly.
 - 5.When the person in the middle finishes counting, she chooses a number from 1 to 4 (with her eyes still closed). Anyone standing in the corner she chose must sit down.
Anyone who isn't in a corner when the counting is done has to sit down.
- Keep playing with the remaining students. After each round, the person in the middle can open her eyes and see who she knocked out. Then she closes her eyes again and counts from 10 to 0. Each round works the same way. Whoever is in the corner she chooses each round must sit out for the rest of the game.



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Adjust the rules once most people are out. Once there are only a few people left, the game can take a long time to finish. Add extra rules to speed it up:[5]

Once there are eight people or fewer, each corner can only hold 2 people maximum.

Once there are four people or fewer, each corner can only hold 1 person maximum.

Play until there's one winner. Once one person is left, that person gets to move to the centre and count. Everyone else can stand up again and play for another round.

Start or end with a Freeze Dance Party

Most kids love to dance or just be silly with their friends, so this is a great way to get kids moving indoors. Play a CD or stream music on a computer that's hooked up to an LCD projector with decent sound, and let the kids shake it off. I've found this option is best for short periods of time, generally no more than 5-7 minutes: any longer and things start to get a little crazy! So, I like to start or end the indoor wetplay period with a freeze dance to make sure the kids get a chance to move around a bit before (or after) a calmer activity, like small group choices.

Legos or other building materials

Supplying Each coach with a box of Lego is a great idea to ensure they have a plan for wet play and the class can create many objects including Sports, Animals, Buildings, robots and more...

Board games

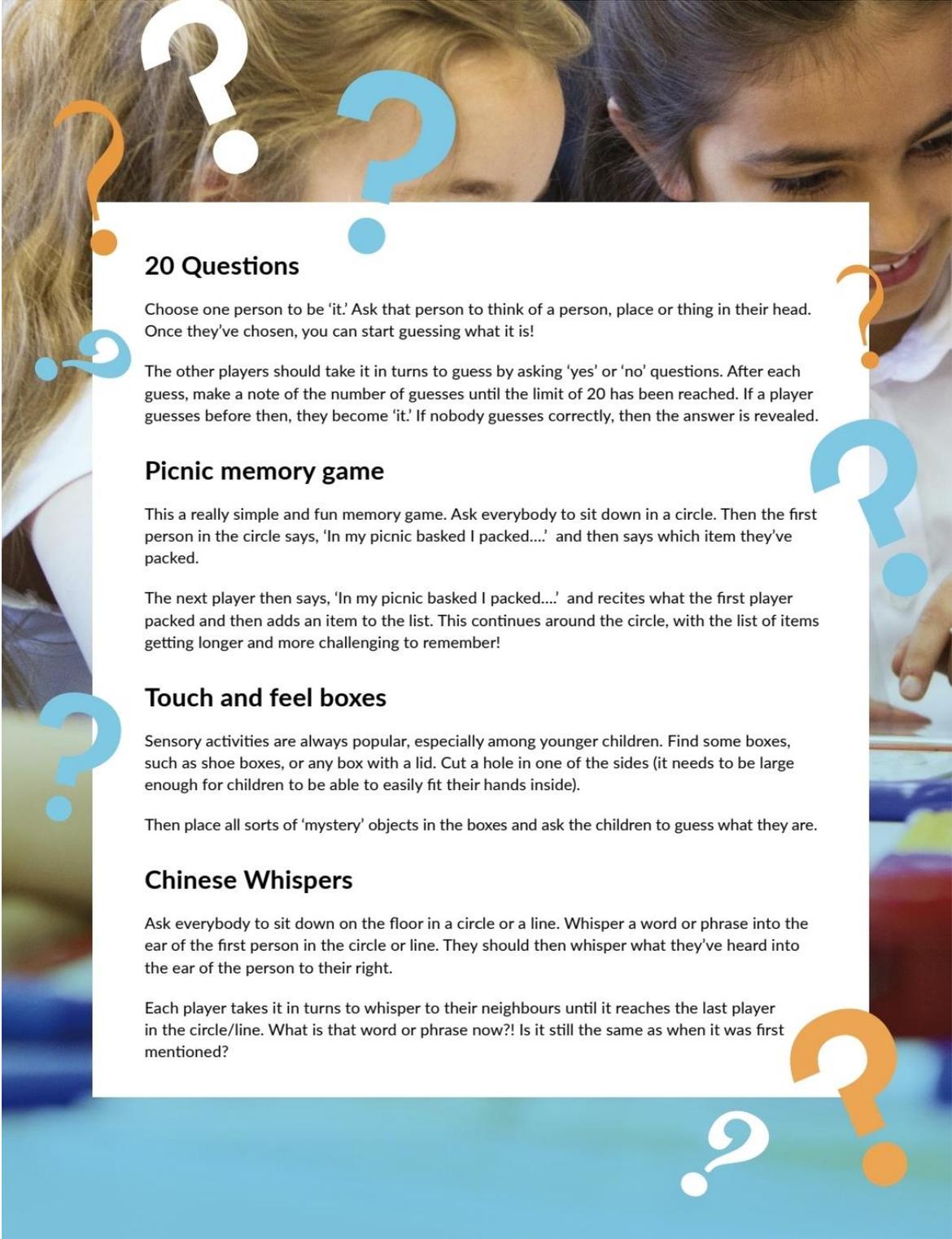
Look into your own childhood and dig up fun games you've enjoyed indoors as a child. Teach your class classic board games such as Sorry! Clue, or even Chinese Checkers! Card games and puzzles are also good alternatives.

Art, crafts, and colouring

Make your scrap paper available to students along with crayons, scissors, and glue. Every now and then, you can add in some stickers, pom-poms, pipe cleaners, or other dollar store-type items to inspire fresh creativity. I also let kids use leftover worksheet copies, which students use to play school with or transform into their own activity (there are always a handful of kids who LOVE this.) When you don't feel like dragging out a million art supplies, good old colouring books can do a fantastic job of entertaining and calming kids for the entire indoor recess time.

Other Fun Games:

- **Eye spy with my little eye**
- **Hot seat challenge sports edition**
- **Object finding**
- **Tip toe challenge**
- **Paper aeroplane competitions**
- **Rock – Paper – Scissor competitions**
- **Bingo**
- **Tongue Twisters**

The background of the page is a photograph of two young girls looking down at something. Overlaid on this image are several question marks in white, blue, and orange. A white question mark is at the top left, a blue one is in the center, and an orange one is on the right. There are also smaller, semi-transparent question marks scattered around the text area.

20 Questions

Choose one person to be 'it.' Ask that person to think of a person, place or thing in their head. Once they've chosen, you can start guessing what it is!

The other players should take it in turns to guess by asking 'yes' or 'no' questions. After each guess, make a note of the number of guesses until the limit of 20 has been reached. If a player guesses before then, they become 'it.' If nobody guesses correctly, then the answer is revealed.

Picnic memory game

This is a really simple and fun memory game. Ask everybody to sit down in a circle. Then the first person in the circle says, 'In my picnic basket I packed....' and then says which item they've packed.

The next player then says, 'In my picnic basket I packed....' and recites what the first player packed and then adds an item to the list. This continues around the circle, with the list of items getting longer and more challenging to remember!

Touch and feel boxes

Sensory activities are always popular, especially among younger children. Find some boxes, such as shoe boxes, or any box with a lid. Cut a hole in one of the sides (it needs to be large enough for children to be able to easily fit their hands inside).

Then place all sorts of 'mystery' objects in the boxes and ask the children to guess what they are.

Chinese Whispers

Ask everybody to sit down on the floor in a circle or a line. Whisper a word or phrase into the ear of the first person in the circle or line. They should then whisper what they've heard into the ear of the person to their right.

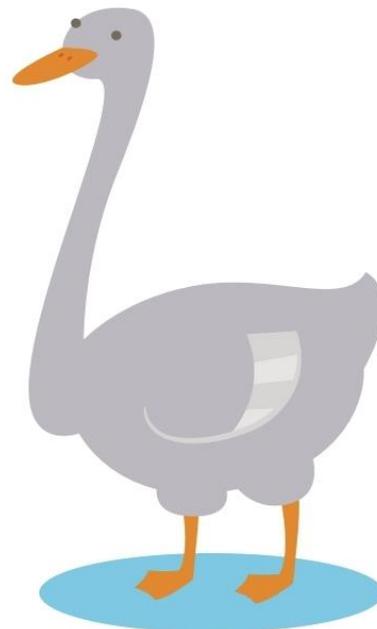
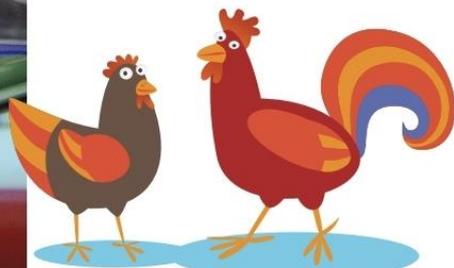
Each player takes it in turns to whisper to their neighbours until it reaches the last player in the circle/line. What is that word or phrase now?! Is it still the same as when it was first mentioned?

Duck, Duck, Goose

Get everybody to sit down in a circle so that they're facing each other. One person is 'it' and walks around the circle. As they walk around, they tap people's heads and say whether they're a duck or a goose.

Whoever becomes the goose has to get up and try and chase 'it' around the circle. The goal is to tap that person before they sit down in the goose's spot. If the goose can't do this, they become 'it' for the next round and the game continues. If they do tap the 'it' person, then the tagged person must sit in the centre of the circle.

The goose then becomes 'it' for the next round. The person in the middle can't leave until another person is tagged and they are replaced.



Imagination Work-out

Choose a category from the following list.
Give everyone some scrap paper and the task of
dreaming up ten things that will fit a particular
setting or situation.

A red circular icon with a white hand pointing upwards and the text 'BEFORE YOU BEGIN...'

Gather a few items
that will help you to
get thinking about the
categories that are listed on this
page. Display the items on a table
to help ideas to start flowing. Add
some categories of your own.

10 things that are smaller than a mouse.

10 things that you might find in a king's dungeon.

10 things that taste horrible.

10 things that a giant might keep in his kitchen.

10 things that use water.

10 things that are red.

A green circular icon with a white hand pointing upwards and the text 'HELPFUL HINTS'

- Use your current curriculum for ideas: 10 things that you would find inside a pyramid or that are made from particular materials, for example.
- Ask younger children for smaller numbers of items.



THE GAMES

Musical Statues

Put on some music and ask everybody to dance and move around to their heart's desire. When the music stops, they must stop too, in whatever position they find themselves in!

To make the game more challenging, ask everybody to freeze in certain poses, such as animals, letters, or even, yoga poses.

Musical Chairs

Arrange your chairs so they are set up in two rows that are back-to-back. Play music and ask the children to walk around the chairs. When the music stops, they have to sit down on one of the chairs.

Before starting the music, remove one of the chairs. If the music stops and a child can't find a seat to sit down on, they're out of the game. Continue playing until there is just one person left.

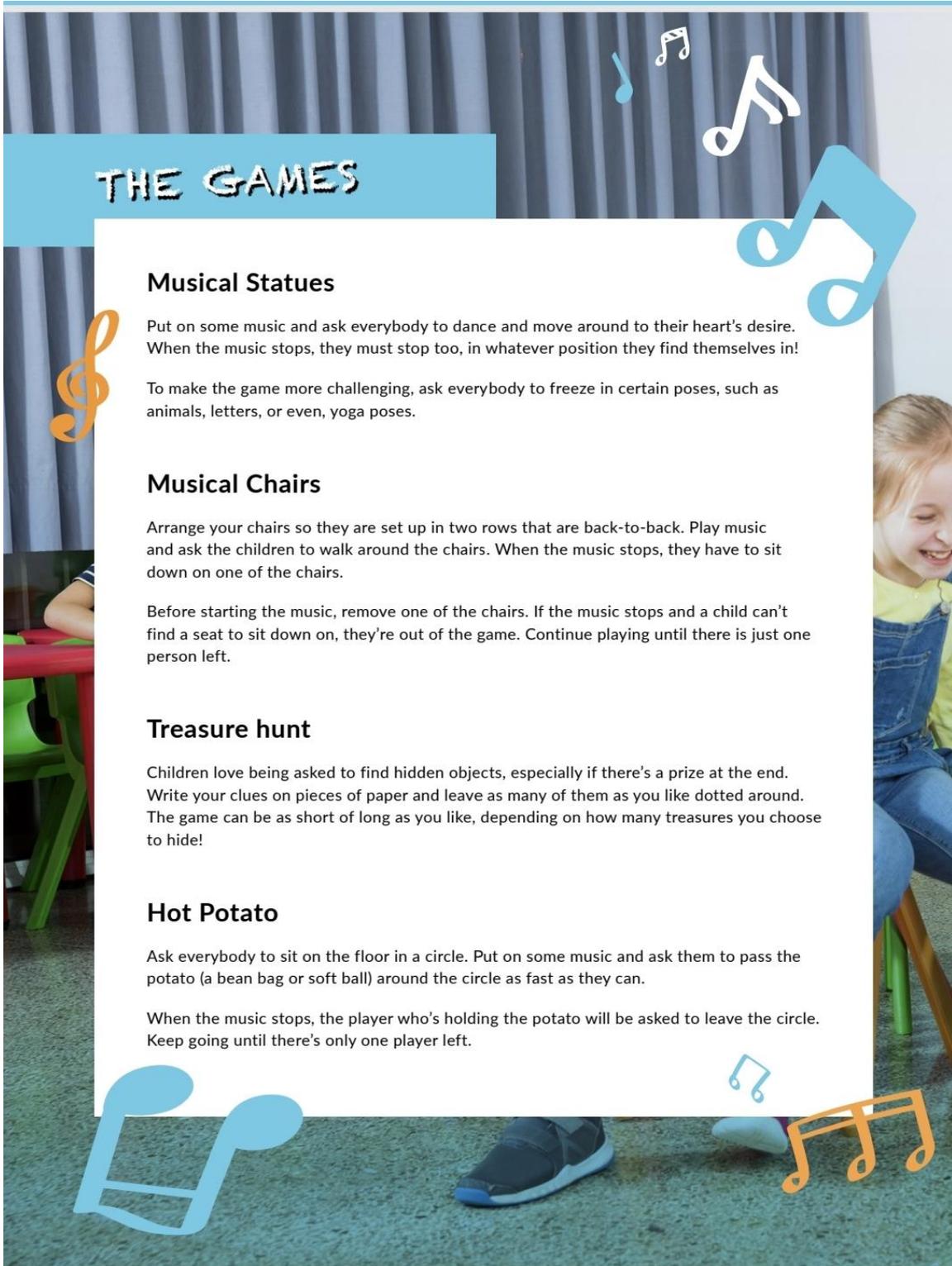
Treasure hunt

Children love being asked to find hidden objects, especially if there's a prize at the end. Write your clues on pieces of paper and leave as many of them as you like dotted around. The game can be as short of long as you like, depending on how many treasures you choose to hide!

Hot Potato

Ask everybody to sit on the floor in a circle. Put on some music and ask them to pass the potato (a bean bag or soft ball) around the circle as fast as they can.

When the music stops, the player who's holding the potato will be asked to leave the circle. Keep going until there's only one player left.





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Pictionary, charades, and celebrity heads

Always classic, these games are super versatile, let students practice specific vocabulary and expressions, and have the added bonus of encouraging a gleeful sort of atmosphere. Create a stack of words, phrases, concepts, or historical figures that your class has recently studied and try to mix levels amongst teams. You might like to experiment with playing as a whole class (where half competes against the other half) or in smaller groups with time limits.

Taboo

This is a great way to get students speaking and practice your unit's vocabulary. In Taboo, one student must communicate a concept or word to their partner without using a specific list of related words. For example, they must make their partner say "forest", yet they are not allowed to use the words "tree," "woods," "Sherwood," or "Black". Once their partner says the word, the students switch roles.

Twenty objects

Put 20 objects on a table and give students a minute to memorize them. Cover the objects with a cloth and ask the students to write down as many as they can remember. You might choose to use objects related to your current module of study or that are connected in some other way. Categories

Put up a simple table on the whiteboard with a different category in each column, for example: United States presidents, rivers, fruit, movie titles, boy's names, emotions, animals, cities. (Alter the categories for difficulty according to your class's level.) Randomly select a letter of the alphabet. Now, within a time limit groups or pairs of students must identify one example per category. The first group to correctly do so wins.

Bingo

This classic game is often forgotten and can easily be adapted to suit your class's needs. Besides classic bingo, you might create play boards where students cross off pictures, antonyms, synonyms, or T1 words

Tongue twisters

Tongue twisters are great for lightening the mood, as an icebreaker, or way to begin each class. Search for more difficult phrases for advanced classes – you'll see that it's a rare student who doesn't crack a smile! [Start with this quirky list of tongue twisters](#) – some easy peasy, some very twisted!

A twist on Twister

Put a twist on Twister by hiding colored discs with words, phrases, expressions, and target language written on them. Students must scramble to find them with a time limit. Add to the challenge by hiding scrambled messages, texts with grammatical errors, or descriptions that need to be corrected or put together.

"First to the front" and "Have you ever?"

This is a winner with kids and adults alike. Students start in a line at the back of the classroom and take one step forward for each question they answer correctly, sentence finished, or word guessed. The first to the front wins. You can also play a version of "Have you ever?" where students take a step forward for each thing they have done. ("Have you ever been to Africa, seen a dolphin, stayed awake all night, failed an exam, broken something valuable, etc.")



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I messed up

In this activity, advanced students tell stories of their mistakes with language in the “real world.” (Perhaps they used a word incorrectly and accidentally said something rude, received a completely incorrect meal when ordering, or just couldn’t for the life of them understand their native speaker in-laws.) Telling these stories creates a humorous atmosphere and encourages lightheartedness and self-reflection in learning.

Dictionary

Upper intermediate to advanced students will get a kick out of inventing definitions for uncommon words found at random in a dictionary. Each group reads out three definitions for a bizarre or obscure word and the rest of the class votes on which they think is correct. Points are scored for fooling your classmates with a made up definition – or for silliness and originality.