

1. ✓ Number adding game (with playing cards): Prepare three decks of playing cards (or any local card variations that have small numbers printed on). Every player gets two cards in the start. When the game begins, each player has to actively move around to find one other player to 'battle'. During a 'battle', both players play down their card on the count of 3. When both cards are shown, the players have to try and shout out the summation of the two numbers presented. The fastest person takes the both playing cards and both move on to find the next persons. At the end of the game, the person with the highest numbers of cards at hand wins.
2. Memorization game (in teams): Two teams, one representative each team (everyone can take turns). The rest of the people line up and the representatives have to try and remember the order of the other team players. Representatives step out of the room and each team decides on two people to change the standing order. The representative who spots the difference first gains one point for their team. Accumulate points and repeat a few rounds.
3. Reaching a number: Host set up a goal number. Two people in a team, each needs to take turns to call out numbers from 1 to 3. Sum the numbers and the first person who is able to call the goal number wins. At the end of the game we can reveal the definite winning tactic, providing a bit of a surprise/mathematical element.
4. ✓ Bingo with information (ice breaker): The teacher writes 9 questions in total in a 3x3 bingo table (with each cell being a square). Students have to answer 9 questions we ask and write the answers on their papers. Find people with matching information. The first person who finds enough matches to form 3 lines wins. Limit for how many blanks a person can sign one's paper to ensure variety.
5. ✓ Lining up with eyes closed: teacher calls out an 'order', and the kids are expected to line up according to the 'order' with their eyes closed. An order can be anything that allows students to logically line up. For instance, "line up according to your birthday, the oldest goes in the very front", or "line up according to how far your home is from this current venue".
  - a. Line up with 2 or 3 teams: calls out an instruction and each team has to line up with the order that is aligned with the instruction. The first team that manages to form a line that fits the instruction wins
6. Evolution: Main goal is to become a human by playing rock paper scissors with other players of the same 'race'. Everyone starts as an egg, making an egg shape with their body, and each finds a person to play rock paper scissors. The winner 'evolves' into a chicken, imitating a chicken by flapping their arms and walking half bent. Chickens find other chickens to play rock paper scissors and the winner evolves into a human, while the loser stays a chicken. The first player who becomes a human wins. (more levels can also be added to the game, making the evolution process more complicated)
7. ✓ High speed train: host calls out a category, and the players have to start calling out nouns that fall under that category along with a tempo, one after another. the first person who messes up the tempo or runs out of ideas losses. (examples of categories: crops, types of nutritions, colors, types of weather...)
8. ✓ The wind is blowing:

**Preparation:** exactly as many chairs as there are students, or alternatively, using ropes or chalks to create squares (where the players will be sitting in) as many as the number of students.

**Description:** We kick off the day with a game called strong wind blowing. The host starts by calling out, "The wind is blowing!" The students follow by asking, "what does it blow?" The host responds, "Blows – the person with (\*call out an accessory/ a feature\*)." And the students that belong to that category/own that accessory have to stand up and switch seats with other students who have also stood up. The host now has to try stealing a seat for him/herself. The last person standing after the 'wind' becomes the next host. The game ends at the 10 min mark or when the students have the energy to start the class.

The teacher is suggested to encourage the students to call out categories learned from the previous lessons. For instance, the hosts can say, "blows – the person who loves to eat papaya (/substitute with other healthy food)."

9. **✓ Spaghetti marshmallow challenge**

**Materials per group:** 20 pieces of spaghetti, 1 marshmallow, 1 yard of string, 1 yard of tape

**Description:** Within 30 mins try and build a tower as high as possible, while putting the marshmallow on the very top. Tip: test out the balance with the marshmallow on top from time to time.

10. **Beer Pong minus beer plus truth or dare** (if we have enough flat surfaces): set up the platform, compete in teams. Truth as instructed on the prepared paper inside the cups, or the team can vote to do a dare chosen by the scoring team. Game ends as one of the teams has no more cups on the table.

11. **No smiling / no winking tournament**

Pair up, stare at each other once the host calls out "start". The first person who winks / smiles loses and the winner moves on to the winner circle. Goes a few rounds until the last person standing. Ground rule: no physical contact or blowing wind into opponent's eyes.

12. **Find the difference:** print out a few pictures like this one below. Whenever there is free time, we can place this on the teaching board and have everyone raise their hand for the chance to come up and circle the differences. *Prep: we need to find out where the differences are first before we conduct the game.*



13. House of cards: each team uses one deck of playing cards and tries to build up triangles as high as they can within 15 min. (can do longer or shorter as well)



14. Find the matches: Have 20 cards faced down. Of these 20 cards there are 10 pairs. Each team each round has to point to two cards to try and find a match. The team that matches successfully gets to have another round. If one fails to make a match, the other team's player goes. To increase the intensity of the game, the appointed player cannot receive any help from their teammates, and one person cannot play a second time until all the teammates have played. The team who breaches this rule loses their turn.
15. Electric current: 觸電

One person acts as the ghost. (host first)

Everyone sits in a circle, with hands holding one another forming a human chain.

Everyone faces outside while the ghost moves in the center. The ghost taps on one person's shoulder. The person whose shoulder is tapped squeezes both their hands.

Both persons next to him will squeeze the hands of the next two persons, and it goes on until the other end of the circle when one person gets squeezed on both hands. This person now has to shout out "electric shock!". His two neighbors will stand up and run the opposite way of the circle for a whole round to reach for the empty seat. The ghost should also try to sit on one of the empty spaces simultaneously. The person left standing is the ghost for the next round.

16. "Shew pong": around 5 people a team (more or less is fine). Each team sits in a circle and each person puts both of their fists out, placed in a small circle. One person points at one of the fists on the table, making the sound of a bullet flying 'shew', and then the two fists next to the pointed fist has to open and make the sound of an explosion 'pong'. If anyone reacts incorrectly (doesn't open when needed or vice versa, or forget to make the sound), they take away the losing fist. The last two people standing are the winner, and will move on to compete with the winners of the other teams (can wear color tags so we can easily identify which teams are doing better, and the losing kids can root for their teammates when they move forward).

[https://www.youtube.com/watch?v=kK\\_mHVIt6rQ](https://www.youtube.com/watch?v=kK_mHVIt6rQ)

- Variation: the first round people can only point at different fists, but the second round of people can hammer their fist, meaning the two fists next to your own has to 'pong'. This cannot be done more than once before moving to someone else.

17. Find the difference (3D version):

Ask the kids to form two teams and leave the classroom. Host moves some of the settings in the classroom. Each round a kid from each team enters the classroom simultaneously and observes for 30 seconds, and then moves on to the next two kids. Goes around until every kid gets a turn, and then both teams discuss their final answer. 5 min for each team to strategize and figure out the entering order before, and 5 min at the end for them to finalize their answers. Both teams come in and one team after another reports one difference each round. The team who gets more correct answers wins (we can set up the difference number to be odd to avoid a tie).

18. ✓ Draw pictures and pass down:

We name out a thing/ character (ex: Pikachu, elephant) and tell the first person. 4-5 people stand in line and pass down their drawings 1 by 1. The last person will have to guess the right answer from what we gave to the first person.

**Materials:** 4-5 whiteboards and markers each group. List of animals/characters/things