

## Engagement Games Resource

**Four Corners** - In this game you need four options for students to choose from. You designate a corner of the room for each of the options. Then students move to the corner they think best answers the question. This can be in a morning meeting where you ask students which candy they prefer or it can be with content like what do you think will happen next in the story.

**On the Bus, Off the Bus** - In this game students will stand in a line facing you. When they are in the line, they are on the bus and you are the bus driver. You then ask a question that is an either-or question like, broccoli or asparagus. When you ask the question, you will direct students off the bus to either side by pointing so you might point to your left for broccoli and to your right for asparagus. Students then get off the bus on the side they agree with. You could use this for content like one side is vowel and the other is consonant and then you'd say a letter.

**Freeze Games or Statues** - In this game you would play a short burst of music, students would move around the room and when you pause the music they have to freeze. Before you start the music, you would tell them how you would like them to freeze like, "freeze like a mammal" or "freeze like something that makes the a sound".

**Maitre de or World Cafe** - In this game you are the maitre de at a fancy restaurant and you ask the students to gather as tables. You will call out a table size, like table of 3, and students then gather in groups of three. From there you give them a discussion question. After that you can call for a new table size and repeat

### A Warm Wind Blows

A Warm Wind Blows is a fun community building game. Students stand in a tight circle and you are in the middle. There is only room in the circle for everyone minus 1 person. In this case that's you. Because you are the person in the middle you say the key statement "A warm wind blows on anyone who..." and you finish that statement with things that other people could identify with like wears glasses, or plays soccer. Then, anyone who feels that that statement identifies them steps forward and must find a different place in the circle vacated by someone. That will leave one person who could not find a spot and they are the next caller. They then say the warm wind blows statement and we begin again.

Here are some great games you can play in your Closing Circle:

- **Alpha Blast** - In this game players take turns naming words that fit the category in alphabetical order. For example, if the category is food, the first person might say apple, the next person would say bread, and the next person carrot and so on until you get to the end.
- **Concentration** - This game is played with a clapping rhythm like one clap on your thighs and the next hands. Start slowly. There's a little chant at the beginning and the first person names a category. As it goes around the circle players try to add to the category without duplication or hesitation. [Here's a blog and video explaining how to play.](#)
- **Zoom** - In this game your goal is to send the 'zoom' around the circle. A student turns and looks at one person on either side of them and says zoom. That player swivels their head to the person next to them and says zoom. The idea is to pass the word zoom around the circle as fast as you can. For an added twist, anyone can say 'eek!' and the zoom reverses direction.
- **Simon Says** - Classic game of following directions. You the teacher are Simon and you give commands that the students must follow but only if the command starts with "Simon Says...". Sometimes you will say Simon says touch your nose. Other times you might say touch your knees. If people touch their knees, they are out.
- **Silent Bell** - This game requires a bell or tambourine or something that could make noise. Students try to pass the bell around the circle without it making a sound. This game requires quiet and concentration. Super fun!
- **One Word Story** - As a group you are going to tell a story only each person can only contribute one word. So the first person might say once. The next person might say there. And the third person might say was. And on and on it goes. Hilarity ensues.
- **1, 2, 3, Pop!** - This is a fun counting game. First you choose a number to pop. Let's say the number is 4. You can do this standing or sitting. The first student says 1. The next student says 2 and so on until you get to 4, the pop number. That student stands and says pop! The next player starts again at 1 and you continue until everyone has popped.