

School games – Icebreakers

Chinese whispers

- Stand or sit in a circle.
- One person starts by thinking of a message and whispering it to the next person.
- The message is whispered around the circle until it gets back to the start.
- Say the message out loud.
- Has it stayed the same? What's changed?



School games – Icebreakers

Roll the ball

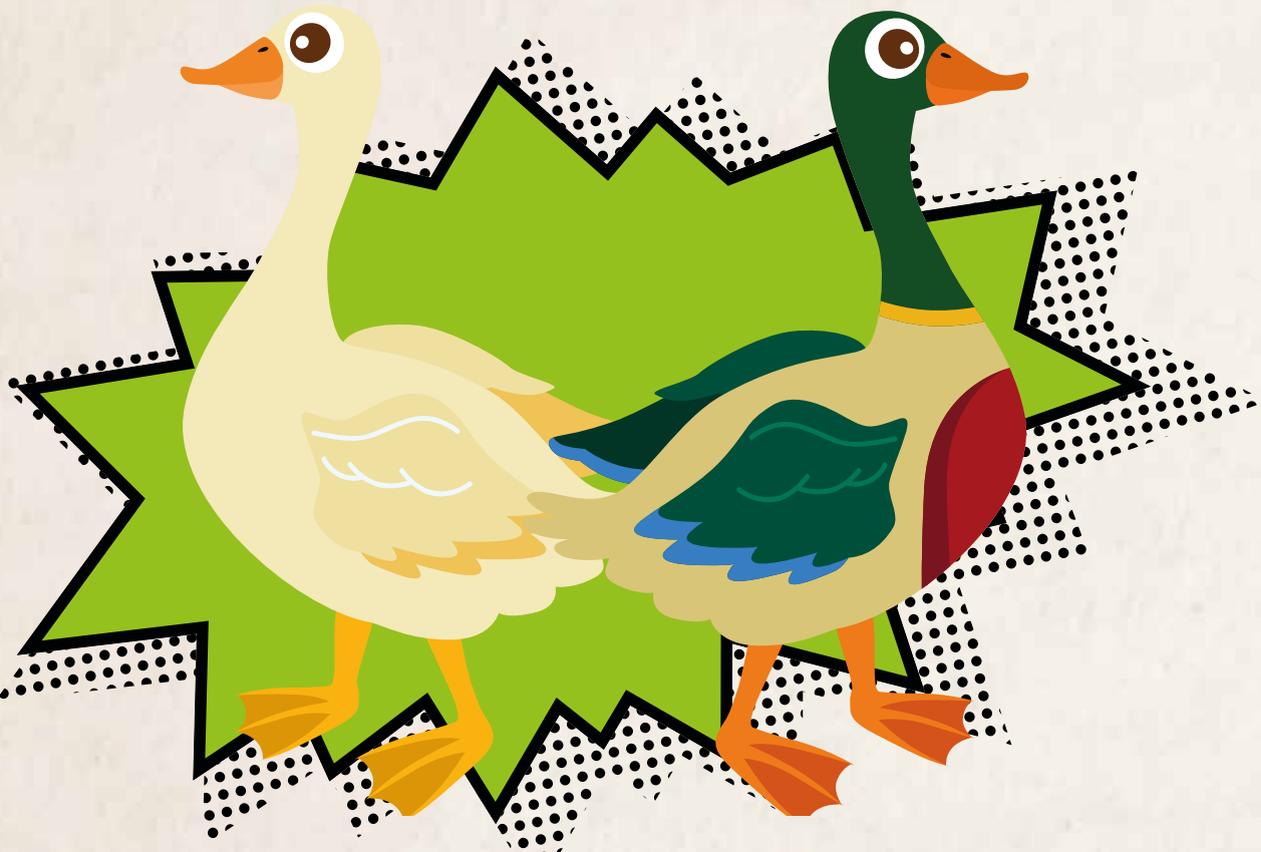
- Sit in a circle.
- Make a rule like “If you have the ball, you say your name...” Or “If you have the ball, you say what your favourite food is...”
- Start rolling the ball between people in the circle.
- The person who has the ball has to follow the rule, before passing it to someone else!



School games – Icebreakers

Duck, duck, goose

- All sit in a circle.
- Go round the circle and take turns saying “duck” then change direction when someone says “goose.”
- See how well the young children listen when they’re interested in a game!
- Can they come up with any other funny names for the game?



School games – Icebreakers

Simon Says

- Explain to the children that they need to listen to some instructions.
- They need to listen really carefully because they only need to follow the instructions that start with ‘Simon says’.
- For example, if you say “clap your hands”, the children shouldn’t do it, but if you say “Simon says clap your hands”, then they should.
- It’s a tricky game, but see how they do!



School games

Playtime

Play is a great way to help young children with their communication skills. This is a good activity to do first to help you to get to know the children you'll be working with.

Where?

In the child's classroom or a quiet space.

What do I need?

Nothing!

How do I do it?

- Introduce yourself, ask their name.
- Sit at their level. You don't want to be miles away from them!
- Join in with what they're playing with, try making comments or asking some simple questions.
- Don't worry if they don't say much – just show you're interested in what they're doing.

Hello! I love
your picture...

School games

Describing Game

Where?

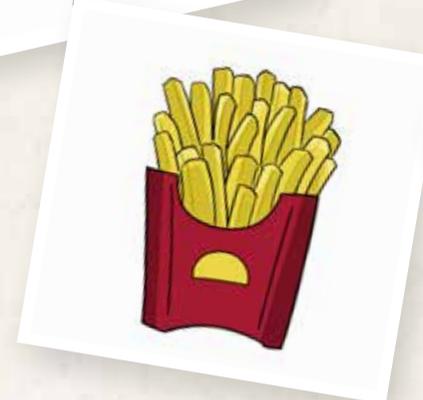
Somewhere quiet, either at a table or on the floor.

What do I need?

[Picture cards](#) (or you can find your own).

How do I do it?

- Choose a card, but don't show it to the child.
- Describe what is on the card and see if the child can guess what or who is on your picture.
- Ask if the child would like a turn. You can help by asking questions like "What colour is it?" Or "Is it an object?"



School games

Sharing Stories

Where?

Somewhere quiet, like in the reading corner.

What do I need?

A good book! You can get the child to choose it.

How do I do it?

- Remember you're sharing the book together, so you and the child need to be able to see the book clearly.
- Tell the child the name of the book and show them the pictures on the front. Can they guess what it might be about?

- As you go through the story, use the pictures to help the child understand what's happening.
- Ask questions as you go along.
- Pause a lot so that the child has chances to ask questions or to comment.

- Think about your non-verbal communication, like using your voice and facial expressions to make the story exciting!



School games

Barrier Game

Where?

At a table sitting opposite each other.

What do I need?

2 pieces of paper, different coloured pens or pencils (you both need to have the same colours) and a barrier (something like a book, or a box).

How do I do it?

- Put up a 'barrier' between you in the middle of the table.
- Tell the child that you're both going to draw the same picture.
- Give instructions while you draw your picture. The child listens and tries to draw the same picture.

- It can be something really simple, like a house, where you might say: "Draw a big green square with a red triangle on the top. Then, add a red window and a red door in the middle".
- If you get really good at this game, you could try something much more difficult, like an alien!

- At the end, take away the barrier and see if you both have the same picture!



You could swap roles too and ask the child to have a go at giving you some instructions!

School games

Listening Game

Where?

Somewhere quiet, either at a table or on the floor.

What do I need?

[Picture cards](#) (or you can find your own).

How do I do it?

- Put out about 4 or 5 of the picture cards so that the child can see them.
- Start with some simple instructions like “Give the camel to me”. If the child finds this easy, you could try harder instructions like “Give the camel to me and put the football under your chair!” You can make these instructions as silly as you want them to be!
- If the child wants to, you can swap roles so that they give you instructions.



School games

Charades

Where?

Somewhere quiet, either at a table or on the floor.

What do I need?

[Action cards](#) (or you can find your own).

How do I do it?

- Choose an action card, but don't show it to the child.
- Act out the action and see if the child can guess what you're doing.
- Help the child to use the action word in a full sentence, so instead of just “brushing” they could say “you're brushing your teeth!”
- If they are struggling, you could say something really silly, like, “Am I brushing my nose..?” and they might correct you.
- You can easily swap roles with this activity!

