

Literacy

Story Round	Decide a story theme (comedy, horror, etc.). In a circle, each person adds a sentence to build a story until it reaches a logical end. Challenge: Each sentence should begin with the last letter of the previous sentence. (Eg: Sentence 1: I was walking in the garden. Sentence 2: N obody was there except one man.)
Rhyme Time	Say a word, the next person says a rhyming word. The one to stop first or repeat is out and the game begins with a new word. Challenge: use the rhyming words to make a poem at the end of each round and the one to use the most rhyming words correctly wins!
Grammar Jump	Draw a line on the ground. All players stand behind the line. Say a word. If it is a verb, jump forward. If it is an adjective, stay behind the line. The person to do it incorrectly is out of the game. Say different words quickly. Include variations to practise adverbs, nouns, etc.
Spelling Bee	Team 1 gives a word to Team 2. Team 2 earns a point if a member spells/writes it correctly. Repeat for Team 1. The team with the most points after 10 rounds wins.
Song Builder	Team 1 sings a song. Team 2 should sing a song that has 1 or more words in the chorus of the previous song. The chain continues!
Word Builder	Give a list of letters or a word. The person who can make the most number of words within a time limit from the letters wins. (Eg: The letters in 'REPEAT' can make the words pear, reap, pea, ate, etc.)
I Spy	Describe an object around you using 5 adjectives and others guess the object.
Opposite Guide	Blindfold a catcher who should catch players in a confined space. Others can shout "hot" (to say they are near a player) or "cold" (far) to guide the catcher. Try with different opposite pairs (Eg: happy/sad)
Hand Story	In groups, use your hands to create shadows and tell a story. Vote for the best story.
Brain Burst	Stand in a circle. Give a category/theme (countries, technology, colours, etc.). Students say a word in the category and keep going. If a word is repeated or they take too long to say it, they are out.
Sentence Maker	Each team gives 3 words and challenges the other team to make a coherent sentence out of it. The more disconnected the words, the more challenging. Add time limits.
Word Charade	Team 1 gives a word to a member of Team 2 to act out. Team 2 must guess the word within a time limit. Repeat for Team 1 and play multiple rounds.

Socio – Emotional

Human Knot	Team 1 should hold hands in a circle and entangle themselves in a human knot without breaking the chain. Team 2 should try to entangle them without talking.
Memory	Player 1 starts a list with one word. Player 2 says the word and adds a new word and so on. Have themes for the list! (Eg: potato, potato + beetroot, potato + beetroot + carrots, etc.)
Line Up	Line up in order of height, shoe size, or birthday, etc discreetly. The other team should guess how they ordered without talking to each other (only actions), through teamwork.
Shadow Tag	The catcher tries to step on the player's shadows while they run. Once caught, the player must compliment the catcher and then become the catcher.
Robot Games	One pair creates a path to a 'treasure' with obstacles (The treasure can also be a hug from someone!). One person from another pair is blindfolded. Their partner should guide them to the treasure through the obstacles using verbal instructions only.
Friendship Chain	The catcher catches players on the run. Then, the caught player must hold hands with the catcher to catch the others. The 'friendship chain' continues until the last player. If the chain breaks, restart!
Colour Hunt	Say a colour. Each player must say which emotion the colour makes them feel. Then, they find as many objects around them with that colour. The one with the most objects wins!
Let's Be Kind	Give a time limit of 5 minutes. Challenge children to do as many different acts of kindness as possible (Eg: complimenting someone, clearing trash, etc.)

Encourage children to also play traditional Palestinian games such as حجلة , شد الحبل , عسكر وحرامية etc.

Numeracy

Guess My Number	Think of a number between 1 to 50 and say it to someone for proof. Others can collectively ask 5 yes/no questions to guess the number. (E.g. Is it even? Is it a factor of 10? etc.)
Math Race	In a circle, take turns to ask a mathematic question (Eg: 25×3). Whoever answers is fastest earns a point.
Shape Detective	One team says a shape and children find as many representations of that shape around them. Eg: Circle (Answers: bottle cap, eyeballs, etc.)
Pattern Puzzle	Teams make a number pattern with a challenging rule (Eg: multiply 6 and subtract 3 for the next number). Write the first 4 terms of the pattern. The fastest team to solve others' patterns win!
Count Clap	Count in a sequence while clapping on a certain pattern. Eg: multiples of 3 (1..2..clap..4..5..clap..). The person to miss a clap or do it incorrectly is out of the round.
Angle Hunt	In turns, teams create a picture using straight lines (or use sticks). Other teams should find the number of obtuse, right, and acute angles in it within a time limit. The team to do it correctly earns a point.
Mental Math	Start with the number 5. Each player adds an operation and a number from 1 to 10. (Eg: $5 + 3$). The next person should say the answer and add another operation and number to continue the chain. The person to get an answer wrong is out.
Slice It Up!	Say a fraction, (Eg: $\frac{3}{5}$). Children represent it visually. Eg: tear a leaf into three pieces and separate 2 pieces out of it. Add time limits for more fun!
Handspan Measure	Use handspans to measure objects around you. In turns, point to an object and others guess its length in handspans. The closest answer wins. Challenge: find the perimeter/area. Play with footspans too.
Lines Seek	Say a type of line pair (perpendicular, parallel, or intersecting). Players must find an example of the line pair and run to it. More than 1 player cannot use the same example. Those who cannot find one are out! (Eg: Parallel: edges of a wall, Perpendicular: the point where a plant meets a the ground, etc.)
Multiply & Hunt	Give a multiplication problem (Eg: 2×5). Teams bring as many items as the reponse (10). The first to do so earns a point. They can count themselves too!
Prime Sprint	Call out different numbers. Players race to the finish line only when a prime number is said. Include variations: Eg, odd/even numbers, multiples of 9, etc.
Group Game	Say out a number, players group themselves in any of the factors of the number and those that are unable to are out. (Eg: players can make groups of 2 or 3 when '6' is called out). Challenge: Instead of saying the number (6), try giving math problems (Add – 5 to 11 or $72/12$)

World Around Us

Fact or Fiction?	Say a scientific/general knowledge fact or fictional statement and people have to say true or false. They have to explain the rationale for their response. A point is earned for a wrong answer and the one with the most points wins.
10 Questions	Think of an animal and say it to someone for proof. Others ask 10 yes/no questions to guess it. Try variations such as names of household items, countries, emotions, etc.
Teacher Says	Players must follow instructions only if the command starts with "Teacher says." Eg: If the command is "Teacher says, name a capital city," players must quickly respond. If "Teacher says" is not included before the command, players should not follow the instruction.
Reimagine It	Pick any object around you. Reimagine different ways in which it can be used. The one with the most use cases wins!
Proud Palestinian	Imagine you have to present Palestine to someone who does not know anything about the country. Make a TV advertisement/poem in groups highlighting Palestine's bright spots. Vote for the best presentation.
Inventor Space	Identify a problem you experience in your daily life. In teams, design a solution for the problem. Teams pitch their ideas and at the end, vote on the best solution.
Musical Band	Person 1 starts with a beat (Eg: clapping), person 2 builds on the beat in another way (Eg: tapping their legs), person 3 further builds (Eg: through voice) and it goes on until a great beat comes through. Add your own lyrics to create a song.