

Literacy

Opposite Jump	Draw a line on the ground. All players stand behind the line. When you say 'hot', players should jump to the front of the line. When you say 'cold', they should stand behind it. Say it quickly and repeat words to make it challenging (Eg: hot..hot..cold..hot). Try with different opposite words and actions.
Word Chain	Say a word. In a circle, each player should say a word that starts with the last letter of the previous word. Add a theme and time limits! (Eg: Theme – Nature. Flower, <u>R</u> ainbow, <u>W</u> ater, etc.)
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 sentence at the end of each round. The player who makes a sentence using the most number of rhyming words earns bonus points.
Story Round	Identify 5 objects around you. In a circle, each person adds a sentence to build a story around these 5 objects until it reaches a logical end. You can include people around you too!
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 from the letters wins. (Eg: The letters in 'SALT' can make the words sat, salt, at, as, etc.)
I Spy	Describe an object around you using 5 adjectives and others guess the object.
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 without repeating a previous answer.
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. Simplify by allowing to talk.
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.
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 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 20 and say it to someone for proof. Others can collectively ask 5 yes/no questions to guess the number. (E.g. Is it more than 10? etc.)
Math Race	State back-to-back mathematical questions (Eg: 8+5). Whoever answers is fastest takes a step forward. The person to reach the finish line first wins. This can also be done in teams/pairs.
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.)
Time Teller	Show different times through your body using one arm as the minute hand and one arm as the hour hand and have kids read the time.
Count Clap	Count in a sequence while clapping on a certain pattern. Eg: numbers that end with 5 or 0 (1..2..3..4..clap..6..7..8..9..clap), even numbers, etc.
Less and More	Call out a number (Eg: 20). The first player to jump (or any action decided) should say the number before (19) and after (21). If said correctly, they earn a point. Challenge: Do other operations (Eg: add and subtract 3, multiply and divide by 2, etc.)
Round It Up	Assign different locations for the numbers 10, 20, 30, 40, 50, 60, 70, 80, 90, and 100. Call out a number (Eg: 63). Players must race to the nearest ten (60). The last player to reach is out.
Handspan Measure	Use handspans to measure objects around you. Point to an object and kids guess its length in handspans. The closest answer wins. Play with footspans too.
Number Sequence	Start with a number (Eg: 2). Make one rule to form a number sequence (Eg: Add 3). Players in a circle throw an object at each other. Every time someone catches it, they must complete the sequence, following the rule. (Eg: 2, 5, 8, 11, etc.). The person who misses the catch or says the wrong term is out.
Multiply & Hunt	Give a math problem (Eg: $10 - 3$). Teams bring as many items as the response (7). The first to do so earns a point. They can count themselves too!
Odd or Even Race	Explain even and odd numbers. Call out different numbers. Players race to the finish line only when an odd number is said.
Group Game	Say out a math problem (Eg: $3 + 2$). Players group themselves as per the response (5). Those not in a group are out. The last pair standing wins. Include variations

World Around Us

Fact or Fiction?	Say a scientific/general knowledge fact or fictional statement and people have to say true or false. (Eg: Plants make their own food using sunlight.) 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 flower," 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.
Roll It Up	Decide on a small object that call roll/slide (ball, stone, etc). Teams have to make a path for the object to move (Hint: they can also use their bodies). The team to make the object move for the longest duration wins.
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.