

# INDOOR RECESS GAMES

for social distancing



# ABOUT THIS RESOURCE:

I created this resource to give teachers easy no-prep activities and games that students can play while staying six feet apart during indoor recess. Both independent and partner-based activities and games are included.

Students can play these games and activities at their individual desks. Partner games can be played from six feet away. Students can sit at their individual desks and use their templates to play the games. For example, Snowman (an alternative to the old Hangman game) is played by one student guessing the letters and secret word while the other student draws the snowman and fills in the template! It's easy, fun, social, and prep-free!

Most activity templates can be REUSED again and again by printing on cardstock and placing the templates in sheet protectors or wipe-clean sleeves. Students can then use a dry-erase markers to play. Some of the creative-based activities, such as Make Your Own Puzzle and the Make Your Own Board Game activity, are designed to be used with crayons, pencils, or scissors and are NO PREP for you!

I hope you and your students enjoy this resource!

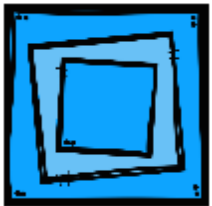
—Miss DeCarbo



# IDEAS FOR USING THIS RESOURCE:



These activities are perfect for indoor recess.



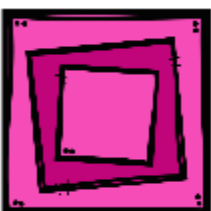
Use the activities for morning tubs or as free-time activities.



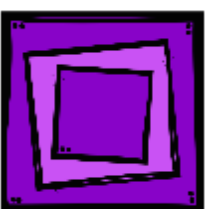
Send home for extra/optional at-home fun.



Post to your secure online platform as a resource for families. (See Terms of Use.)



Use as “fast finisher” activities for students.



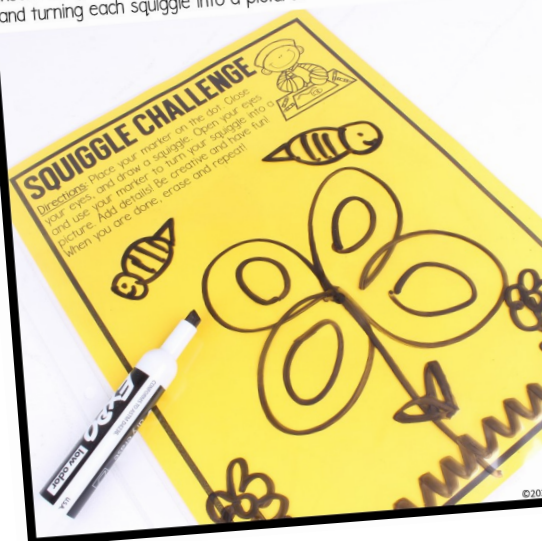
These are great for homeschooling, tutoring, and as a school-to-home connection piece for families.

# INDEPENDENT GAMES & ACTIVITIES

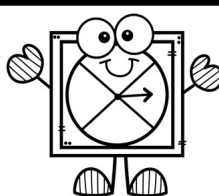
## SQUIGGLE CHALLENGE PHOTOGRAPHS & TEACHER TIPS



This is an independent game. Place a copy of the game mat in a sheet protector or dry-erase pocket for each student. You can also provide one sheet protector or dry-erase pocket for each student, and he or she can insert the game mat into the pocket. Students will have fun drawing squiggles and turning each squiggle into a picture!



## SPIN AND DRAW PHOTOGRAPHS & TEACHER TIPS



This is an independent game. Students will need a paper clip and pencils for the spinners. It is the teacher's choice whether to use this game as a reusable dry-erase game in a sheet protector or as a printable that students can color. Students will spin each spinner to identify a character and a setting. They will draw and illustrate a scene or pictures based on what they spin. For example, the student may draw a picture of a dragon at a school or a mermaid in the forest. The settings and characters are designed to NOT match in order to be whimsical and fun and to help students use their imaginations. Encourage them to label and add LOTS of details to their pictures in order to challenge them.



## WORD HERO PHOTOGRAPHS & TEACHER TIPS



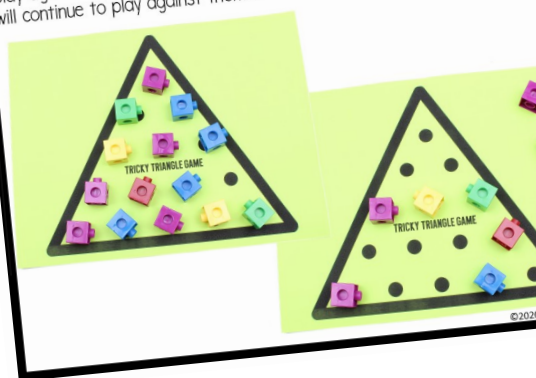
This is an independent game. You will need to provide a word for the students to use in their challenge word. I suggest writing the challenge word on the sheet protector or dry-erase pocket for each student, and he or she can use that word to create as many words as they can using only the letters in the challenge word. Ideas include seasonal words, such as snowfall, and sunflower. You could also use vocabulary words that you would like to see used, such as landform, electricity, etc. Place a copy of the template in a sheet protector or dry-erase pocket for each student. You can also provide one sheet protector or dry-erase pocket for each student, and he or she can insert the game mat into the pocket.



## THE TRIANGLE GAME PHOTOGRAPHS & TEACHER TIPS



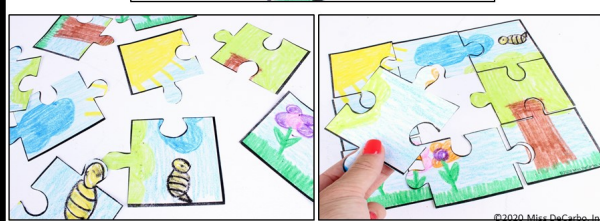
This is an independent game that will challenge students to have access to all the dots on their gameboards. This game requires students to have access to all the dots on their gameboards. If you want something that can be thrown away and inexpensive so that cleaning is not required, Cheerios work really well for this game! The boards can be printed on cardstock for durability. The directions are typed onto the student gameboards, and the game is played exactly as the old-fashioned wooden Tricky Triangle game that is played with plastic. If a student is left with four Cheerios or counters when he or she is done playing and cannot jump over any more counters, encourage the student to play again and try to only leave three or less Cheerios or counters. Students will continue to play against themselves in this game.



## MAKE A PUZZLE PHOTOGRAPHS & TEACHER TIPS



This is an independent game. This game is not a reusable dry-erase game. You will need to make copies for the students that they can color and cut out. One puzzle template is all that is needed, but it is your choice if you want to let students create more than one puzzle in one sitting or day. They will need copies of the puzzle template, crayons or markers, and scissors. You can integrate learning aspects into this game by encouraging students to create puzzles based on a current unit of study!



## MEMORY GAME PHOTOGRAPHS & TEACHER TIPS



This is an independent activity. This game is not a reusable dry-erase game. You will need to make copies for the students that they can color and cut out. One memory game template is all that is needed, but it is your choice if you want to let students create more than one game in one sitting or day. They will need copies of the memory card game template, crayons or markers, and scissors. You can integrate learning aspects into this game by having students create memory games based on a current unit of study. The student designs and creates his or her own memory game, then mixes up the cards and plays the game or takes it home to be played with a friend. If you are allowed to let students trade or exchange games with one another and play each other's memory game, (Always follow district or administrative protocol.)



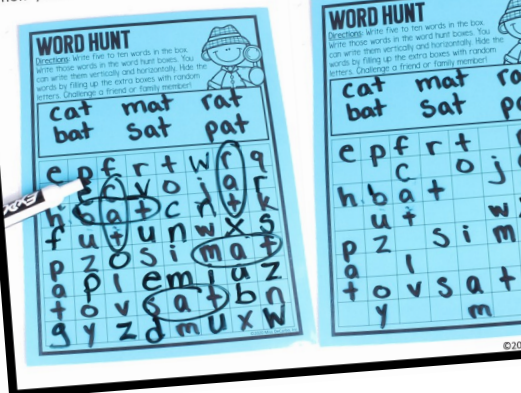


# PARTNER GAMES & ACTIVITIES

## WORD HUNT PHOTOGRAPHS & TEACHER TIPS



This can be an independent activity or a partner activity. If it is an independent activity, students will take it home for family members to complete at home. In this case, they will need copies of the word hunt template and pencils. If you are able to allow students to create their word hunts and pencils, it can be either created with swap them with other students to complete, or completed on paper that will not be reused. This choice is yours! You can integrate different phonics patterns into even learning aspects into this activity by encouraging students to create word hunts based on current units of study. For example, if your class is studying states of matter, they can hide words such as "solid", "liquid", "gas", "freeze", "melt", etc.



## CHARACTER CLUES PHOTOGRAPHS & TEACHER TIPS



This is a partner game that students can play from their seats. Place a copy of the template in a sheet protector or dry-erase pocket for each student. You can also provide one sheet protector or dry-erase pocket for each student, and he or she can insert the game mat into the pocket themselves. Students will need their dry-erase markers, too. Exact directions are typed directly onto the gameboard.

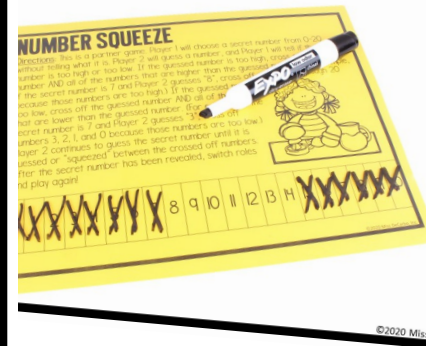
This game is played like, Guess Who. Players will take turns asking yes or no questions to reveal their partners' secret characters on the boards. The first player to guess the other player's secret character wins. Each player will circle the number of one of the twelve characters on his or her gameboard. The number is printed in the upper left-hand corner of each character's box. This is the character the other player has to guess and the character he or she will have to answer questions about. Player 1 begins by asking the other player about a characteristic on one of the twelve visible characters. An example is, "Is your character holding something?" If Player 2 says yes, Player 1 will cross off all of the characters who are NOT holding something on his or her own gameboard. If Player 2 says "No", Player 1 will cross off all of the characters who ARE holding something. Now, it is Player 2's turn to ask a question about Player 1's secret character. The game continues until the players will eventually be able to guess the name of the opponent's secret character.



## NUMBER SQUEEZE PHOTOGRAPHS & TEACHER TIPS



Partner game that students can play from their seats. Place a copy of the template in a sheet protector or dry-erase pocket for each student. Also provide one sheet protector or dry-erase pocket for each student, and he or she can insert the game mat into the pocket. Students will need dry-erase markers, too. Exact directions are typed directly onto the gameboard. One student will think of a secret number from 0-20 and will NOT tell the other player. The other player will try to guess the secret number. The player who thought of the secret number (will use his or her dry-erase marker to narrow down the numbers that are too high or too low by crossing out numbers off on the board. **Remind Player 1 to continue to hold up the board so that Player 2 can see the board and think about the next guess.** The game continues until the secret number is "squeezed" between the crossed off numbers. Students will switch roles and play again!



## DRAW AND GUESS PHOTOGRAPHS & TEACHER TIPS



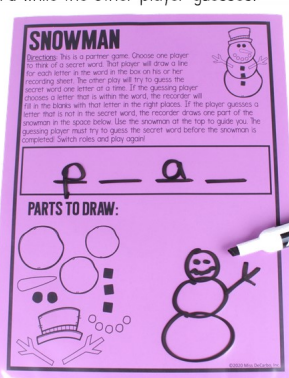
This is a partner game. It is designed to be a reusable game that can be played with dry-erase markers and sheet protectors. However, you could have students draw directly on the paper with pencils and crayons if you do not wish for it to be reusable. Directions are on the student gameboards. The students can play with nearby partners who are at their own desks or spots. The students will first choose who will be the clue giver and who will be the illustrator. The clue giver will think of an animal or insect and describe what it looks like without telling what it is to his or her partner. (Examples: "I have two wings" or "I have stripes on me.") Instruct students to give one clue at a time and allow their partners time to add to their drawings. The illustrator will draw a picture based on the clues and try to guess what the animal or insect is. They will switch jobs and repeat! Remind students to use only their own individual gameboard and hold up the boards for to their partners to see when needed. This will help retain social distancing.



## SNOWMAN PHOTOGRAPHS & TEACHER TIPS



This is a partner game. It is designed to be reusable with sheet protectors or dry-erase pouches and dry-erase markers. The students will take turns using their gameboards to play with friends who are at their own desks or seats. Snowman is played exactly the same way as the old Hangman game. The only difference is that students are drawing snowman parts for incorrect guesses instead of stick figure parts. Students can use the snowman picture at the top right-hand corner of their gameboards as a guide while they draw. The guessing player must try to guess the secret word before the other partner completes the snowman. Have students switch roles and play again. This time, the other student will think of the secret word and draw the snowman on his or her gameboard while the other player guesses.



## MAKE A BOARD GAME PHOTOGRAPHS & TEACHER TIPS



Partner game. This game is not a reusable dry-erase game. You make copies for the students that they can color and take home. The board template is all that is needed, but it is your choice if you want to create more than one gameboard in one sitting or day. The students will write down their words or label their board game spots. You can integrate learning aspects into this game by encouraging students to create word games and play with one another. If you allow students to trade game pieces. Encourage creativity!



# INCLUDED GAMES:

- Squiggle Challenge
- Word Hero
- Make Your Own Puzzle
- Make Your Own Board Game
- Word Hunt
- Snowman (alternative to Hangman)
- Draw and Guess
- Spin and Draw
- The Triangle Game
- Make Your Own Memory Game
- Character Clues
- Number Squeeze Game
- Word Detectives Bonus Game!

# STUDENTS WILL NEED:

- Copies of the activity templates
- Sheet protectors or dry-erase pockets
- Dry-erase markers and erasers
- Crayons
- Pencils
- Scissors
- Cubes or counters (for Triangle Game only)



# TEACHER TIPS & TRICKS

- Each of the activities in this pack can be played and completed while maintaining appropriate social distancing within the classroom or learning environment.
- Partner games can be played while students are six feet apart from one another because materials and game boards are not exchanged or shared. All of the activities will take place on the student's individual gameboard.
- For some of the games or activities, the students will hold up and show their gameboards to their partners in order to play with one another.
- All but three of the games in this resource are designed to be REUSABLE by placing the gameboard into sheet protectors or dry-erase pouches. The activities can then be played using dry-erase markers and erasers, and can be wiped clean and used again and again!
- There are several different ways in which you can organize the games and activities for your students. This will depend primarily on your own preference and your available resources. Some ideas include:
  - Distribute a sheet protector or dry-erase pouch to each student. Students can keep their sheet protectors in folders or designated places in their desks or cubbies. When you distribute game templates, students can simply insert the gameboard into the sheet protectors and begin to play. After they are done playing, they can put the game board into the folders. See the next page for photographs and examples.
  - Create a "My Game Folder" or "My Morning Tub Folder" for each student with nine reusable games already inserted in sheet protectors. (When you decide to use the three consumable games, you can simply make copies and pass them out to the students.)
- For myself, it is easier for students to have their own sheet protectors that they always keep in their folders at their desks. They can simply insert the gameboard they want to play during indoor recess. They can keep other gameboards in their folders until they insert them into the sheet protectors to play at another time. This way, the teacher does not have to collect anything, and students are only touching and using their own supplies.
- Students will use their own dry-erase markers. For erasers, I recommend square of felt that can be placed into the sheet protectors so that they are not lost.

# FOLDER AND BINDER PHOTOGRAPHS

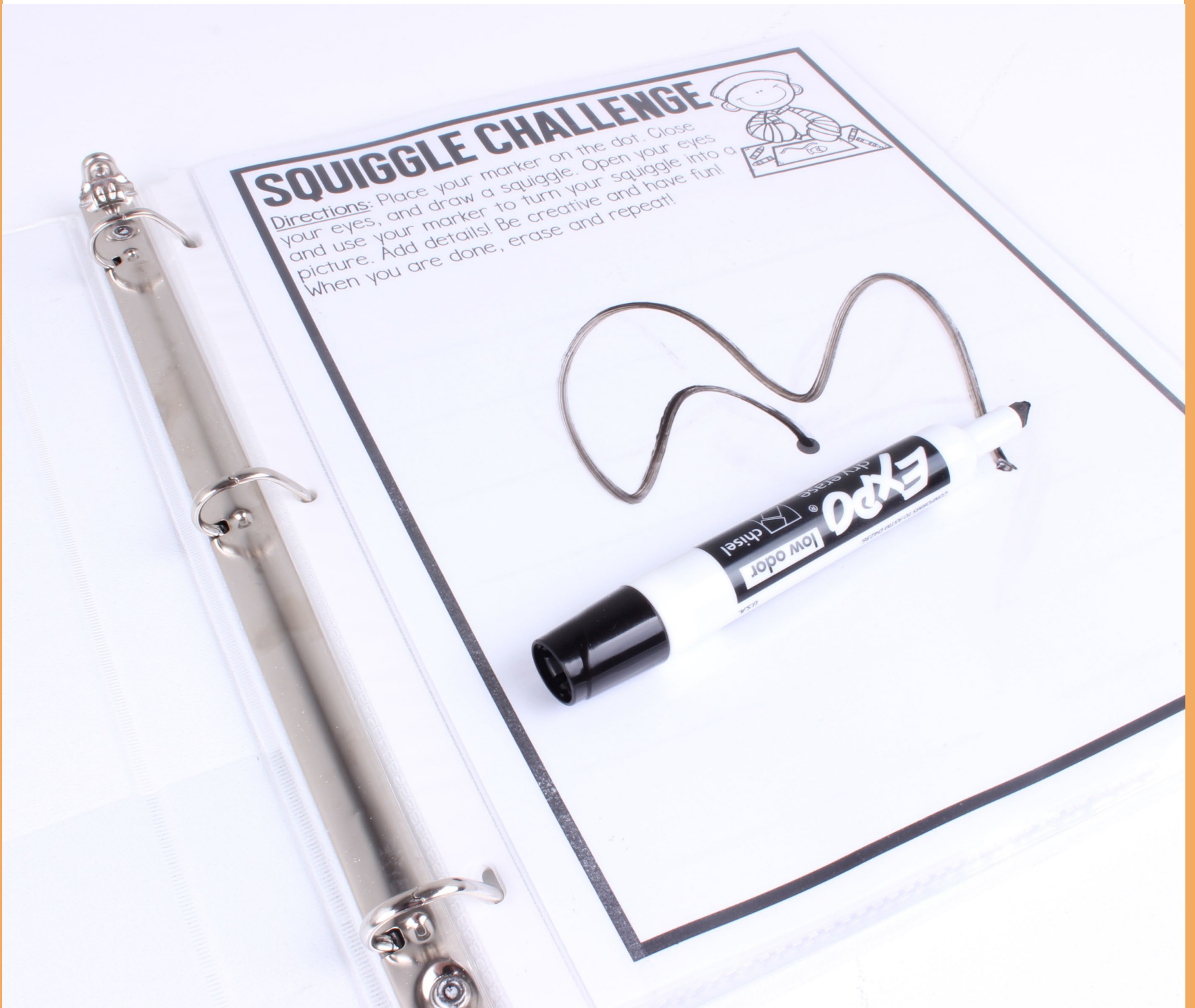
If you wish to create a game folder or binder for each student to use, I have provided a few versions of cover pages on the following pages. If you use a folder, I suggest a three-pronged folder that you can secure a sheet protectors in. If you opt to use a binder, I suggest a 1/2-inch binder to hold the games and the sheet protectors.





# FOLDER AND BINDER PHOTOGRAPHS: OPTION I

You might choose to insert one sheet protector into the folder or binder that each student can insert the game templates into before he or she plays. The student can store the templates he or she is not using in the folder's pockets.



# FOLDER AND BINDER PHOTOGRAPHS: OPTION 2

You might also choose to place each individual gameboard into its own sheet protector and insert ALL of the sheet protectors into the binder. Keep in mind that this will require you to purchase at least nine sheet protectors per student or at least five sheet protectors if you intend to copy the gameboards double sided.





# SQUIGGLE CHALLENGE PHOTOGRAPHS & TEACHER TIPS



This is an independent game. Place a copy of the game mat in a sheet protector or dry-erase pocket for each student. You can also provide one sheet protector or dry erase pocket for each student, and he or she can insert the game mat into the pocket. Crayons can be used for this activity if you do not mind making multiple copies for your students. Students will have fun drawing squiggles and turning each squiggle into a picture!



# SQUIGGLE CHALLENGE

Directions: Place your marker on the dot. Close your eyes, and draw a squiggle. Open your eyes and use your marker to turn your squiggle into a picture. Add details! Be creative and have fun! When you are done, erase and repeat!



SAMPLE







# THANK YOU



for choosing a Miss DeCarbo educational resource



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# ABOUT MISS DECARBO

Christina DeCarbo-Wagers is an elementary teacher from Northeast Ohio. She holds a Bachelor's degree in Early Childhood Education, a Master's degree in Elementary Literacy, and a specialized K-12 reading endorsement. Christina has experience in instructional consulting, literacy coaching, and professional development services. Over the course of her career, she has presented literacy workshops and professional development sessions for Staff Development of Educators, ASCD, and state and local educational conferences. Christina has also provided extensive services and trainings for school districts and educational service centers across the state of Ohio.

Christina is passionate about helping students reach their greatest potential as readers and writers. Her engaging resources are based on developmentally-appropriate research and are founded in the importance of critical thinking, creativity, and problem-solving skills for young learners. Her educational company, Miss DeCarbo, Inc., was founded in 2012 and provides educators with curriculum, ideas, research-based advice, and inspiration.

You can learn more about Miss DeCarbo by visiting her website,

[www.missdecarbo.com](http://www.missdecarbo.com).





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