

BREAKING UP BOREDOM ON A BROKEN-DOWN BUDGET

GAINING A NEW PERSPECTIVE

Why give flowers their fragrance?

Why give food its taste?

Perhaps He loves to see

That look on your face.

(Max Lucado)



(75% of teaching is knowing what to overlook)

If we aren't engaging them, they're going to engage each other.

These are the days when it will be difficult to get students' attention:

Full moon, holidays,

Mondays, every day that ends with d-a-y.

Getting to know you, getting to know all about you!

Getting to like you, getting to hope....

Three Facts Nobody Knows

First Name/First Letter Intro

"My Life in 60 Seconds"

(email for further explanation)

This or That

Would You Rather

2 Truths, 1 Lie

Rose, Bud, Thorn

Rock, Paper, Scissors

Soccer Throw

CHANGE THE VIEW

Rearrange the room

Consider a 2-desk face-off for competition or review or working in two's.

Turn desks the opposite way.

Have students bring pillow and blanket (or bean bag) to watch a movie.

Add a personal touch

Display pictures of your family.

Make use of a lamp, comfortable chair, mirror.

Create an enticing reading nook.

Outside your classroom, have a picture of yourself when you were a student in that grade.

LIGHTEN THE MOOD

(“Good Morning, Miss Dove”) stiff, straight, predictable
(If a teacher wears make-up, students are known to say:
“Oh, it must be picture day.”)

Smile often and laugh unexpectedly. It’s a gift you give your students.

Call on your extroverts to read, or read to them yourself. Dim the lights.

Play music. —in the morning, during seatwork, anytime there is downtime.

Appeal to all five senses. —sight, sound, taste, hearing, smell
“To whom much is given, much is required.” You can require much from them if you’re unusually good to them. When possible, spoil them in some small way; offer an unexpected treat.

Make use of “white noise” during study times and test times.

On *your* birthday, treat them to ice cream and do a Q&A.

Serve popcorn on a movie day.

Teach life lessons.

Take time for life skills.

INTERACTIVE IDEAS

Build something related to your subject.

Add an intriguing element to the classroom.

Draw an architectural rendering of a building in history.

Keep a real-time journal of a character in a classic.

Dress as a character and give an oral book report in first person.

Make washi-tape bookmarks for textbook.

Address and stamp an envelope.

Create a design button.

NOBODY SAID LEARNING HAS TO BE BORING.

- BASEBALL BLITZ** Set up three bases around the room and assign two teams. Students come up to bat and spell/answer a word/term. If correct, go to next base; if incorrect, it's an out.
- 3-MINUTE HIDDEN OBJECT GAME** Hand out sheets and set a timer. This game helps them learn to be detail oriented—and it gives you three minutes to catch your breath or transition to the next thing. :)
- WALKING ALPHABET** Have 8 1/2x11 alphabet letters laminated and hand out to students. This game can be used for spelling, Bible memory, short answer, etc. Students line up to spell what has been called out.
- HUMAN TIC-TAC-TOE** Set up nine chairs—3x3x3 like a tic-tac-toe board and divide class into X's and O's. When a student answers a question correctly, he decides which chair he wants to sit in (his team can help him decide).
- CLEAN CREAM CRAM** Squirt shaving cream on each student's desk (serves two purposes). To spell or answer a question, student writes on the desk. Then he uses his hand to smooth the shaving cream for the next item.
- TWO ARE TRUE/
ONE IS FALSE** Use for bell ringers, quizzes, and more! These facts can be created by the teacher—or for fun, have students create them and exchange with each other.
- STICKY DARTS** Draw a target on the board, or order one from Amazon. Give points for the correct answer and the throw.
- SOCCER THROW** Write questions or equations or vocab words or history terms on the white parts of a soccer ball. Toss the ball; the student has to answer the question his thumb lands on.

HOST A GAME SHOW

*** JEOPARDY**

VOCAB	SPELLING	POETRY	LITERATURE	GRAMMAR RULES	GENERAL KNOWLEDGE
25	25	25	25	25	25
50	50	50	50	50	50
75	75	75	75	75	75
100	100	100	100	100	100

*** CASH CAB**

Place four chairs in the front of the room (car style). They will be passengers (2, 3, or 4) who earn points (or coins or treats) on the way to their “destination.” Use difficult questions and allow them to confer with each other, but have a spokesperson who will give the answer when you ask for it. The team could be allowed a “shout out” to one “pedestrian” (other student in the class).

*** SPLIT SECOND**

Divide the class into three groups. The first one in each row has three cards with one letter on each (A, B, C). If all three get the answer correct, each team gets 25 points. If only two get the answer correct, those two teams get 50 points each. If just one person answers correctly, he gets 100 points. [Keep a “Trivia Games” folder](#)

***25 WORDS OR LESS**

(use for geography, history, literature, science facts) Two students compete for least number of single-word hints to have their team guess the answer. Teacher starts it off with the starting number; student says: “I think I can do that in ____ words.” The lowest number takes the turn. Words and points of varying difficulty can be chosen for play-off round.