



# Positive Primers

POSITIVE PRIMERS SHOULD BE A **2 MINUTE ACTIVITY** TO ENERGISE AND BUILD POSITIVE CONNECTIONS.

These can be used as Brain Breaks later in the day during longer sessions as well.

Positive Primers can be reused for a few days, a week to build predictability.

- 1. Name Game** – Students sit/stand in a circle. The first step of this game is for students to go around the circle in a clockwise direction and each say their name one after another. The teacher will time how quickly they can complete the whole circle in. The next step is to go in the opposite direction (counter-clockwise) and see if they can beat their time. The final challenge is to pick a student on either side of the teacher and when the teacher says “GO”, students say their names one after another both clockwise and counter clockwise directions so that it is effectively a race to see which directions ends up back at the teacher first. So each student will need to say their name twice at some point. It is particularly trickier for those directly opposite the 2 students that started because they will need to keep an eye on both directions in preparation to the say their name.
- 2. Musical Statues** – Depending on how you think students are presenting, but if they look a little tired or flat then you could play a game of Musical Statues to get them active and up and about. Play some music and students are required to dance or move around until they hear the music stop. Avoid using this as an elimination game to ensure everyone is involved for the short activity.
- 3. Charades** – An oldie but a goldie! Students can volunteer to either act something out (eg. movie, tv show, an item etc) or you can have a go to list and provide the student with one they must act out without speaking and the rest of the class must try and guess what it is. Click on the link for a charades generator with varying difficulty levels. [Charades Generator](#)
- 4. Tongue Twisters** – Have a couple of tongue twisters on display on the TV for students to have a go at saying to themselves. Then ask for students to volunteer having a go at saying it aloud to the rest of the class. Click on link for tongue twisters for all ages. [Tongue Twisters](#) . There is also a PowerPoint in the Morning Circles folder containing the same 50 tongue twisters in order of easiest to hardest difficulty.
- 5. Pictionary** – Another oldie but, but students have a ball drawing on the whiteboard! Such a novelty! So why not run a game of Pictionary where students can guess what the illustration is. Keep a tally for the week!
- 6. Funny animal videos** off YouTube always get a good laugh! And that’s exactly what you want out of a positive primer! Energy and laughter! If you know any good ones, add them here...  
<https://www.youtube.com/watch?v=eNHjGkTLy4>  
<https://www.youtube.com/watch?v=3aAtFrWft2k>

7. **Hands Squeeze Race** – Similar to the name game - Students sit/stand in a circle, holding hands. The first step of this game is for students to go around the circle squeezing the persons hand to the left of them, once the next student feels the squeeze, they will squeeze the third person and on and on. The teacher will time how quickly they can complete the whole circle in. The next step is to go in the opposite direction and see if they can beat their time. The final challenge is to pick a student on either side of the teacher and when the teacher says “GO”, students squeeze their partners hands one after another both clockwise and counter clockwise directions so that it is effectively a race to see which directions ends up back at the teacher first. So, each student will need to squeeze each of their hands at some point. It is particularly trickier for those directly opposite the 2 students that started because they will need to keep an eye on both directions in preparation to the squeeze their partners hands at the same time.
  
8. **Catch the pointer** – students stand/sit in a circle. With their left hand out flat to their side, like serving a tray to the person next to them, and their right pointer finger pointing towards the ‘tray’ of the person on their right-hand side. When the teacher says go, each student must try catch their partners pointer on the right while not letting the person on their left catch their pointer... lots of giggles with this one DPS
  
9. Play “Would you rather?”
10. Body drumming – teacher leads a drum beat on floor and/or body, students to replicate.
11. Peg-a-saurus – 3 players with 3 pegs on the back, student to remove pegs without touching other students.
12. Hands on learning crafting activity that students can continue to work on throughout the week.
13. Guess the picture
14. Coin toss and catch
15. Just Dance or Go Noodle; whole class participating in a dance.
16. PE with Joe, Just Dance, Go Noodle
17. Wonderpoulos - website
18. Telling jokes
19. Bonding activities – e.g. lean against each others backs and stand up
20. Quick games: evolution, rock/paper/scissors, thumb wars
21. Song or quick rhyme i.e. hand clapping games. Or games that omit words as we go i.e. Heads, Shoulders, Knees and Toes.
22. Joke Books – students can share jokes with the grade as well- students can bring own book
23. Blue Earth Games = e.g. beanbag toss.
24. Scavenger Hunt.
25. 2 truths and 1 lie
26. Kid president
27. Athleticus
28. Bees and Trees
29. Eye spy
30. Continuous Story (each kid adds one/half a sentence etc)
31. Bat Bat moth moth
32. Simon Says

33. Bipiti Bipiti Bob
34. Buzz
35. The Right Family - give 1 student in the circle an item, teacher tells a story and every time teacher says right, item gets passed to the right and every time teacher says left, item gets passed to the left.
36. What Will You Bring (Memory/add-on game)
37. Spider Web
38. Lucky/Unlucky number/Card Corner/Heads and tails (probability games)
39. Where's Wally Clips- youtube
40. Spot the difference
41. Singing classroom chant
42. I went to the shop and bought...
43. Kahoot
44. Natural confectionary lollies wrapper questions
45. Who's missing- send someone out of the room. Students have to figure it out
46. Answer tennis- e.g. name as many types of fruit
47. Alphabucks
48. Open ended questions to spark discussion and debate
49. Guess the voice
50. Mini on the spot class debates- can be partners or whole class
51. Karaoke finish the line
52. Alphabucks
53. Alphabet game
54. Musical detective
55. Favourite thing (match up with classmate who shares it)
56. Musical statues/DanceFreeze
57. Fruit Salad
58. American Civil War Fact Race
59. Zap
60. Chinese Whispers
61. Hand clapping chants and games (you tube directed)
62. Turn and talk with a partner each with 3 pegs on sleeve. Ban yes or no and take partners peg each time they do say yes or no as you ask them about their weekend.
63. Cosmic Kids Yoga