

STAY
ACTIVE



1999-2019

20
YEARS
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Education



Family Learning Activities!

Fun and exciting activities to share together!

Bingo Board!

Once you complete each task, cross the number off the bingo card. Pick whatever order you want to get a row, then try to get the whole board!

14	1	15	7
13	8	2	16
6	10	9	4
3	12	5	11



Task 1

My name is... and I like...

5

What do I do?

- Children sit in a circle and take it in turns to think of something beginning with the same letter as their first name.
- E.g. My name is Mrs Carson and I like cats
- Award a point to each child who manages this without passing.
- Now challenge the children to draw a picture of themselves surrounded by things which start with the same letter as their own name.



Task 2

I am thinking of a person.

15

What do I do?

- Each player takes on the persona of a well-known person and offers only that person's initials as a clue. The questioners try to guess the identity of the person by asking specific questions that can be answered only with yes or no.
- The first questions may be general, such as "Are you alive today?" The player, answering in character as George Washington, for instance, may say, "No, I'm not alive today" without offering any other information. The next questions continue to zero in on the identity until a player correctly guesses the mystery person.

Task 3

Heads and tails knockout.

4

What do I do?

Use a real coin.

Indicate to children the difference between head and tail.

Ask each child whether they think the coin will land with heads or tails facing up.

Indicate this by, facing each other hands on heads (**HEADS**) or, standing back to back hands behind their back (**TAILS**).

If wrong choice is made children to sit down.

Once you've played heads or tails for a while, take some time to look at the coin and discuss what can be seen. Invited the kids to design their own coin with pen and paper.



Task 4

Job Charades.

6

What do I do?

Choose children to come forward to act out the following job roles:

- Teacher
- Zoo Keeper
- Policeman
- Bank Manager
- Cleaner
- Postman

Allow three guesses for each charade

Task 5

Dancing Chain.

14

What do I do?

- Stand everyone in a circle, and nominate someone to start the dance chain. They do this, by making a simple dance move.
- For example, they might wave their hands in the air, kick out a leg or jump.
- Keep the move simple, as everyone else will need to copy it.
- The player to their left then leads the circle, by repeating the move.
- Once the entire circle has done it, this new player repeats the move, before adding their own.
- The player to their left then leads the circle with the new move, and so on.
- Keep the whole thing going, until an entire dance routine has been created. The game ends with the whole circle performing the routine together.

Task 6

Don't say 11.

10

What do I do?

Starting from 1, children take turns and are allowed to count in either 1, 2 or three numbers.

E.G. 1....2,3.....4,5,6,...7,8,9...10....11

The child who says 11 is out and should lay their head on the desk

The game continues until there is a winner!





Task 7

Fruit bowl (Kim's game).

8

What do I do?

- Children are invited to study an image of a full bowl of fruit for 2 minutes. (Adapt to a tray of real food/objects to be found in a Kitchen cupboard.)
- Image is removed from sight.
- Invite children to suggest fruits that were in the bowl. List all suggestions.
- Place image of full fruit bowl back up.
- Parent/Carer to go through list inviting a child to come forward and point to listed fruit on image.

Task 8

Where am I?

13

What do I do?

Children are given 3 increasingly easy clues to a destination.

Children make a guess on 1.,2. or 3. and prize is awarded accordingly.

- E.g.
1. This place is in the Northern hemisphere.
 2. It is an English city.
 3. This place is located on the River Tyne.

Task 9

Clues.

3

What do I do?

Invite a child to the front and ask them to face the rest of the household. Behind and above their head so they are unable to see it hold a word. Invite children to give clues to enable a correct guess of the word.

Clue givers must not use the word itself and the Parent/Carer can add a couple more words they may want to restrict by writing them on a piece of paper behind the person guessing.

E.g. If the word on the paper is 'flower'
Restricted words could be 'garden' and 'bunch'

Task 10

Food label top trumps.

11

What do I do?

- Parent/Carer to cut Nutritional Information from packaging to make a set of cards.
- Invite two children forward to choose a card from pile and face one another.
- Randomly suggests a category and whether highest or lowest wins
- Each child to find that category and state number on their card...
- Winner remains in and new contestant chosen, repeat with different cards.



Task 11

Things.

2

What do I do?

One person makes a “things” statement (for instance, “Things That Make You Smile”) and everyone else writes down an example on a piece of paper. The answers are collected and read aloud and everyone tries to guess who wrote what.

Task 12

How many words.

9

What do I do?

How many words can you make from the letters in ‘SELF ISOLATION’
Give children 2 minutes to find as many words as they can.

E.g. fill, elf, tall etc.

Award a bonus for the longest word.



Task 13

Scavenger hunt.

12

What do I do?

- Children can use old catalogues/magazines to cut items to stick on their answer sheets.
- Invite children to search for items in the catalogue/magazine that are
 - Shiny
 - Blue etc.

Award a star for each item correctly identified... Award bonus if children can also read out price of associated item.

Task 14

Five second animal.

7

What do I do?

Here's how it works: Parent/Carer chooses someone to be the judge.

The judge will name an animal (say, an aardvark) and everyone else at the table has five seconds to draw that animal.

Then they all show their drawings to the judge, and the judge gets to decide which animal is the 'best'.

It's highly subjective, and highly entertaining.





Task 15

Robot.

1

What do I do?

- Parent Carer to sit family in a circle and inside the circle place three objects e.g. a pen, a book, a wristband.
- Parent/ Carer to choose a child to stand in the circle, invite rest of family to provide instructions to standing child to go to a stated object e.g. 'three steps forward' 'turn right 90 degrees clockwise' etc.
- For each object retrieved award a star (this can be drawn.)

Task 16

Two truths and a lie.

16

What do I do?

Ask all players to arrange themselves in a circle. Instruct each player to think of three statements about themselves.

Two must be true statements, and one must be false.

For each person, he or she shares the three statements (in any order) to the group.

The goal of the game is to determine which statement is false.

The group votes on which one they feel is a lie, and at the end of each round, the person reveals which one was the lie.



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