

***FINDING ACTIVITIES  
IN THE MOST UNEXPECTED  
(AND SOMETIMES INAPPROPRIATE)  
PLACES***

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# HELLO!



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## ***FINDING ACTIVITIES***

- × The brain craves novelty
- × Novelty can come in the activity & from the people.



# **1.** ***GAME SHOWS***

<https://eltplanning.com/2015/10/28/30-activities-inspired-by-game-shows/>

## ***WHAT'S THE NEXT LINE (NEVER MIND THE BUZZCOCKS)***

Speak (don't sing) a line of a song.

Students need to say the next line.

<https://www.youtube.com/watch?v=r445gYbxw80>

## ***FIND***

Put up a grid of ~25 things (nouns, verbs, whatever)

Have them find X number of things for a category. (Best if words work in multiple categories.)

First to do it wins.

## ***THE YES/NO GAME (TAKE YOUR PICK)***

Participants have to answer questions for a minute but cannot say “yes” or “no”. If they do, they’re out.

<https://www.youtube.com/watch?v=LHzJUc2JkU>

## ***SPLIT OR STEAL (GOLDEN BALLS)***

Players need to decide...do they split the money or choose to steal it.

1 steals - that one gets it all

2 split - they split it

2 steal - nobody gets anything





**2.**  
***TALK SHOWS***

## ***THIS OR THAT: JIMMY FALLON***

Would you rather \_\_\_\_\_ or  
\_\_\_\_\_?

“Would you rather have a clone of  
yourself or have a pet dog who can talk?”

<https://youtu.be/QqivtpiYFDU>

## ***WHISPER CHALLENGE: JIMMY FALLON***

With headphones on, participants whisper to each other, and they try to guess what the other is saying.

## ***BOX OF LIES: JIMMY FALLON***

Out of sight of their partner, one player opens a box and either describes what is in it, or lies. The partner has to guess if it is the truth or not.

[https://youtu.be/0rhwc5\\_iWkA](https://youtu.be/0rhwc5_iWkA)

## ***5 SECOND RULE: ELLEN***

Give 5 seconds to name 3 things within a category.

<https://youtu.be/Vap9SMRf8YE>

## ***EPIC OR FAIL: ELLEN***

Play the first part of the video (the set-up) and then guess if it will be an epic video or an epic fail.

<https://www.youtube.com/watch?v=2mwu-uOy4Yk>



# ***IMPROV GAMES***

<https://www.theatrefolk.com/blog/improv-games-for-collaboration/>

<https://www.kidactivities.net/improv-games-and-exercises/>

<https://funattic.com/improv-games/>



**4.**  
***DRINKING GAMES***



# KING'S CUP

In this game, what card you draw shows HOW you have to drink...in this case replace “drink” with a language task/question.

Perhaps a list of questions to answer about a story you’ve read?

Card drawn	Title	Instruction
Ace	Waterfall	To perform a <i>waterfall</i> , each player starts drinking their beverage at the same time as the person to their left. No player can stop drinking until the player before them stops.
2	Give 2	You point at two people and tell them to drink. You can also tell one person to take two drinks.
3	Take 3	"Three is me." You take three drinks. <sup>[1]</sup>
4	Give 2 Take 2	You give out two drinks, and take two yourself.
5	Rule	Set a rule to be followed, e.g. drink with your left hand, tap your head before you drink, don't use first names, etc.
6	Thumbs	Place your thumb on the table, and try to do this without anyone noticing. As people notice, they will also have to put their thumb on the table too. The last person to place their thumb on the table drinks.
7	Raise your hand to heaven	Last person to raise their hand will drink.
8	Mate	Choose a person to be your mate and they drink when you drink for the rest of the game.
9	Rhyme Time	"Nine is Rhyme". You say a word, and the person to your right has to say a word that rhymes. This continues around the table until someone cannot think of a word. This person must drink. The same word can not be used twice. <sup>[1]</sup>
10	Categories	You come up with a category of things, and the person to your right must come up with something that falls within that category. This goes on around the table until someone can't come up with anything. This person must drink.
Jack	Guys Drink	All the guys at the table must take a drink
Queen	Girls Drink	All the girls at the table must take a drink
King	King's Cup	When each of the first 3 Kings are drawn, the person who drew the card puts some of their drink into the King's Cup at the center of the table. When the 4th King is drawn, the person who drew the 4th King must drink the contents of the King's Cup.

# ***NEVER HAVE I EVER***

Drinking game: Someone states what they have never done. Anyone who HAS done it drinks.

Class activity: Someone states what they didn't do. Anyone who has done it has to stand up and switch seats.

Other Class activity: Everyone holds fingers up, and if you've done it, put down fingers. First to lose all their fingers wins? Loses?

# ***BUZZ***

Drinking game: Go around the group counting. But on multiples of 7 (or whatever number you choose) you say “Buzz” instead of the number. If you goof, you drink.

Class activity: Same, but you are “out” if you goof.

# THANKS!



Any questions?

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