

# Things to Do With Extra Time

[lesson ended early, guest speaker, assembly, lining up...]

**Storytelling:** Retell a story in order. Students take turns saying the next part.

**Counting, Skip Counting and Number Sense:** Practice counting to 100. Practice skip counting by 5s, 10s, 25s... [start in random places for older students 249]. Guess before and after a given number. What is the number 2 spots before 155? **Number Bonds:** Split a number into a 10 and the rest.

**Name and Explain:** explain a classroom/school rule, routine, system or expectation...

**The Price Is Right:** Have pictures of items students know but probably don't know the price of [cars, electronics, food, household items, clothing...]. Pull out a picture and have students guess what the item really costs. [you can put the prices on the back of each picture if you like. You can even do comparison shopping [guess the difference in price] between like items but different brands.

**Adding On:** Students add the number the teacher gives them when the progressive addition problem gets to them.

**20 Questions:** Pick a topic you've been learning about, a character from a story you've read... Students must pose yes or no questions for you to answer in order to figure it out. You can give them a category or subject to start with to narrow it down a bit.

**Memory Story:** Students take turns repeating the items listed before and adding in one of their own. [I went on a trip and took... I went shopping and bought... I went on safari and saw...]

**List the colors** you are wearing. Count the items in the room.

**How Many Do You Know:** continents, oceans, seas, states, capitals, presidents, countries, landforms, vertebrates...

**Sensory Sort** (pick a sense: smell, taste..) This is played a lot like "I Spy" but just with senses other than to your sight.

**Creator** Create a [band, animal, country...] Name it and give it a backstory.

**Four Corners:** agree/disagree, favorites, annoyances, favorite food categories, third favorite animal...

**Sentence Sort:** Give teams an envelope with individual sentences that form a story or a summary of a story they know. Make it tricky by adding in an extra sentence that doesn't fit that they have to figure out and discard.

**Punctuation Problems:** Each team gets a different one so you can trade if you have more time. Give student a sentence [or set of words to make a sentence] without punctuation or capital letters where punctuation and/or word arrangement changes the meaning and have them decide on a sentence. [ex. let's eat grandma]

**He Said, She Said:** Put a name to the characters who said these things... [fairy tales work in a pinch]

**Progressive Story:** You start a story with one line. Each student adds a piece as the story gets to them. This can be done in table groups too.

**Word Finder:** Use all of the names in your group and come up with as many words with as you can using only those letters.

**Crayon Box:** Name all the colors you know, and then, come up with new, descriptive ones for Crayola to use [Morning Sky Blue, Race Car Red, Faded Denim, Macramé Beige].

**Sneaky Spelling:** Create a word search with your spelling words [use grid paper] and then trade and solve.

**Categories:** Name a category and have students come up with as many words in that category as they can – ex. Space, math, cells.

**Guess my Trait:** Have students who have a trait in common stand. The class needs to guess what it is that makes them the same [brown hair, kind, trustworthy, nail polish...]

### **What's in the Box**

**Statue/Last Man Standing:** Students must move until you turn around. Then, they have to freeze before you catch them. Movers sit down.

### **Bingo**

**Change in My Pocketbook** – give students the number of coins in your change purse or pocket. Students have to guess the coins, how many of each and the amount.

**Coin Matching:** have clear bags of coins. Make sure there are 2 bags with the same value [or the same coins]. Have students add the coins in their bag and find their match.

**Quick Writes:** Give students simple writing prompts that can apply to many situations like "Write a six word summary of the story." or "Write a sound effect lead lead for a story about a knight." or "Change the ending to a cliffhanger ending for this story."

**Number Talks:** What kinds of things do we know about this number? What can we do with this number? Break it apart in different ways, represent it in different ways...

**Whiteboard Race:** Create teams. Have a race to run to the board and add/subtract the next number to your team's problem or represent a number in different ways. First team done wins.

## End of Day Ideas

**10 Minute Tidy:** A 10-minute race to clean up as much as possible in the classroom up before the timer rings.

**One Thing I Learned Today [yesterday, last week]:** This is a good one for families to do at home, too.

**2 Wins and a Grow:** 2 things great about today or I learned today and one thing I'm working on.

**Name and Explain:** explain a classroom/school rule, routine, system or expectation...

**Line Ups:** by last name, first name, birth month, second letter of your first name, number of letters in your name, day you were born [14<sup>th</sup>, 10<sup>th</sup>]...

## Brain Breaks

**Simon Says**

**Heads Up 7 Up**

**Tongue Twisters** while standing on one foot.

**I Spy**

**Make Me Laugh:** Tell jokes, tell funny things that have happened in your family, funny things people say...

**Chair Pushups:** sit on seat and lift yourself up off the seat by pushing on the seat with your hands. Slowly let yourself down. Repeat.

**Exercise:** Jumping Jacks, toe touches...

**Snap, Clap Patterns** [Follow the leader to snap and clap the correct pattern. This can also be done silently by miming and not actually making the snap and clap noises - great when you're waiting somewhere students need to be quiet.]

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Thank you for for being a teacher.

*Lisa\**