

11 SOCIAL DISTANCE GAMES

**Games to Play while
Physically Distanced
or Virtual**

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Find the Perfect Game

Use the Command/Control F function to SEARCH & FIND games that relate to any of these hashtags:

TOPICAL ASSOCIATIONS: #flexibility #awareness #adaptation #strategy #perseverance #endurance #tag #single #group #team #communication #challenges #blindfolded #timerestrictions #competition #emotionalregulation #collaboration #cooperation #staypositive #failure #hustle #balance #partners #creativity #target #practice #patience #encouragement #quickthinking #elimination #fun #movement #memorize #grossmotor #finemotor #courage #outofthecomfortzone #trivia #listening #confidence #knowledgetesting #review #evaluate #debrief #decisions #defense #offense #leadership #strengths #icebreaker #concentration #problemsolving #assumption #perspective #reflection #listofnouns #math #slowandsteady #discussion #risktaking #responsibility #negotiation #resourcefulness #inclusion #innovation #improv

Teach Kids Critical Thinking

Teaching kids HOW to think, not just what to think, is a significant key for teachers and leaders. Many of these games have hashtags like #review #evaluate #debrief #reflection #discussion. Use these games to challenge thinking, create discussion, or practice observation and evaluation. You can also use these games to review course material, test for understanding, and deep dive into ideas like those listed in the topical association list. Who said games ever had to be shallow time-fillers?

Age Groups

#Primary – K-Grade 2

#Elementary – Grade 3-Grade 5

#MiddleSchool – Grade 6-Grade 8

Physical Distancing

If YES, this means you can play this game according to physical distancing rules, indoors or out!

Virtual

If YES, this mean this game can be played virtually over Zoom, Google Meet, or your choice of video platform.

Ordinary Supplies

All the supplies used in this game book will be common household items that you as a teacher will have and your students are likely to have. If YES, then alternative game options are noted for when supplies are unavailable.

[S] Indicates Student requires this supply item

[T] Indicates Teacher/Facilitator requires this supply item

Supplies used in these games:

Whiteboard/Markers

Decks of Playing Cards

♥ 88 Games with 8 Objects

Do you like these games? There is so much more where these came from! You can find more games like these in my book 88 Games with 8 Objects. Any game with a ♥ can also be found in the 88 Games with 8 Objects download.

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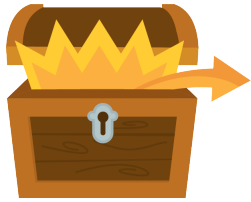
E-Transfer: to nstraza@gmail.com

*Be sure to include email info for download link.

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IMAGINARY

GAME 1



Supplies:

Whiteboards & Markers [S]
Any/All Objects
List of Nouns [T]

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Gather objects.

GAME OBJECTIVE: To work as a team to communicate an idea using various mediums.

BASIC RULES:

- 1) Divide children into two (or more) teams and choose an artist.
- 2) Leader chooses an item from noun list on page 17 to show Team A Artist. Without using words or speaking, they must draw the item on the list. Team A has 3 minutes to guess what it is. If they cannot guess within 3 minutes, the other team(s) has one chance to guess to obtain one point.
- 3) The next round happens with Team B with same rules.
- 4) Play can continue until time to play has expired or pre-determined number of points has been reached.

VARIATION 1: Add variety.

Instead of having whiteboard and marker as a creating tool, they must use a non-traditional item. Try using left shoes, hats, sweaters, glowsticks, gummy bears, cookies, celery sticks, Lego blocks, Barbie dolls, empty pop cans - anything from your classroom, or your children's virtual setting - at least 12 items.

VARIATION 2: Add review or trivia.

You can also use review questions or trivia to fit game into your lesson topically. Leader gives the team a question and they must create the answer out of the chosen medium to gain a point.

Physically distanced: Ensure adequate space between students or consider outdoors.

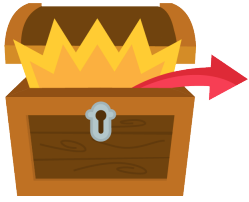
Virtual: Easily done over video. Students can gather supplies from the virtual setting to create with.

NO SUPPLIES? NO PROBLEM: Add movement and competition. Instead of showing one artist from Team A, you will show artists from both Team A and Team B the item you chose from the list of nouns

Physical distance rules should be considered and guidelines given if using this variation.

- 1) On GO: each artist must verbally organize their team to create the image using their bodies.
- 2) Winner is the first team to complete the requested creation the fastest. Everyone freezes while Leader makes the determination whether their creation is an acceptable replica of the requested item. If it isn't, then the competition continues until a winner is declared.

TOPICAL ASSOCIATIONS: #earlyyears #primary #juniors #intermediate #flexibility #strategy #group #team #communication #challenges #timerestrains #competition #collaboration #cooperation #hustle #creativity #quickthinking #fun #movement #grossmotor #trivia #listening #knowledgetesting #review #concentration #perspective #istofnouns



HUMAN CONCENTRATION

GAME 2



SUPPLIES:

Deck of Cards [S]

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Gather objects.

Sort deck of cards into pairs in preparation for number of kids you have playing. You will need an even number of players, one card per player, with two competitors to play the game. Red Suits go together, and black suits go together. (Ace of spades and Ace of Clubs make a pair.) If using multiple decks, pair by suit.

GAME OBJECTIVE: To match the greatest number of pairs by remembering where match is located.

BASIC RULES:

- 1) Identify the two individuals or two teams that will be competing against each other.
- 2) Ensure you have an even number of players remaining. Calculate number of players and choose enough pairs of cards for remaining players. (If you have 14 or 24 players you would choose 7 or 12 pairs respectively.)
- 3) Shuffle cards and distribute among remaining players. Card holders can stand in any pattern they choose.
- 4) Player/Team 1 will choose a card holder to reveal their card, followed by a second card holder. If they obtain a match, the Player/Team collects the matching cards and gets to play again. Card holders join the team that won the match. Player continues until they fail to make a match, at which time play passes to Player/Team 2.
- 5) Play continues until all cards are matched. Team with most people/matches wins.
- 6) Of course, classic concentration can be played by simply placing cards on desk or floor and playing in usual fashion.

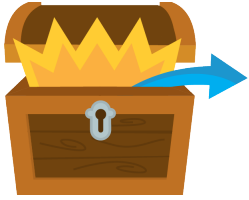
Physically distanced: Ensure adequate space between students or consider outdoors.

Virtual: Use via virtual video conference tools! The experience will be unique for each viewer and Grid/Gallery view for all players will be important. Three options for getting kids cards to hold:

- 1) Simply assign them a card description in secret. (Send directly through chat box to student.)
- 2) Have children bring their own deck of cards to screen and give guidelines on how to choose a card.
- 3) Have them choose images or characters from your lesson to draw – this may result in more than 2 of each image depending on length of list to select from, which adds more fun!

NO SUPPLIES? NO PROBLEM: Use AUDIO only. A competitor calls out the name of a card holder who instead of revealing card, simply calls it out. Same basic rules apply.

TOPICAL ASSOCIATIONS: #juniors #intermediate #introductions #awareness #adaptation #strategy #perseverance #endurance #tag #single #group #team #communication #challenges #blindfolded #competition #patience #quickthinking #fun #movement #memorize #listening #icebreaker #concentration #review #decisions #icebreaker #concentration #listofnouns #math #innovation



SPELLING GENIUS

GAME 3

Supplies:

Any item [S]
Whiteboard & Marker [S]
Item to be memorized [T]

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Have students collect a multiple of one small item (socks, blocks, straws, forks, markers, etc.) Prepare a list of spelling words or lesson phrases/items to be memorized and rehearsed.

GAME OBJECTIVE: Using their bodies, voices, or a prop, students create the various letters or words in a word or phrase to be memorized.

BASIC RULES:

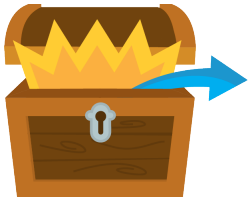
- 1) Teacher assigns each student a letter or word to create using their body or their props. For older students, don't reveal the next letter or word, but indicate "First or third" letter or word so students must rehearse in their head to get the right letter/word.

Physically distanced:

- 1) Use movement or voice for physically distanced version of this game.
 - a. **Movement:** Assign letter, then teacher says "REVEAL". Students try to create letter as a pose with their bodies.
 - b. **Voice:** Have kids form a physical distance circle (adequate space between them). Choose a student to start. Teacher chooses a student to start and says word to be spelled or a clue to the phrase to be rehearsed. As fast as they can, each student to the right (clockwise) must say the next letter or word in turn until complete. The next person would repeat phrase, or start a new word given by the teacher.
 - c. **Whiteboard:** Assign letter, have students pop up and reveal their letter in turn while calling it out for everyone to hear.

Virtual:

- 1) **Whiteboard:** Word to be spelled is TIGER. Teacher chooses top left most student on her screen to create the "first letter" in TIGER. Repeat going left to right the way we would read it. When complete, have everyone reveal/strike pose. Snap a screen capture or photo and share with kids.
- 2) **Voice:** You can also assign each student a number so they know what order they must go in and use the VOICE option from above.
- 3) **Items:** Have students create the letter/word out of item of their choice on the back of their whiteboard and reveal to class (Using whiteboard as a base may enable them to tilt toward camera easier.)



Explor-a-story

GAME 4

Supplies:

Story [T]
Whiteboard & Markers [S]

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Choose a story and identify a few moments within the story that lend themselves to exploring emotion or surroundings. Ensure each student has access to whiteboard & marker.

GAME OBJECTIVE: Students contribute to story visual by creating facial expressions, landscape or scenery for the story.

BASIC RULES:

- 1) As the teacher reads the story, they should pause to ask the students to draw additional content that isn't necessarily indicated in story but can be a fun added visual.
 - a. Example: "One fish, two fish, red fish, blue fish" Teacher can ask students to draw what their fish looks like and be ready to show. 30 seconds to draw, then everyone shows at the same time.
 - b. Example: "The horse galloped along the dirt road." Teacher can ask what sort of things the horse and rider passed on the road? (House, tree, rock, injured man, fox, etc.) You can use this to encourage students to consider what is in the environment, time period, or other information from the story that should influence their artwork to increase comprehension and understanding of context.
 - c. Example: "The Prince nervously stepped through the library door." Students can draw additional items in a room, surrounding fixtures, landscape or scenery.
- 2) **Additional Option: Based on Characters**, teacher could assign each student a character in the story for whom they need to be creating facial expression (on whiteboard, or with their own face) as their character experiences different things in the story.

Physically distanced:

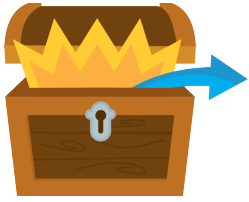
- 1) Have students sit in physically distant circle with whiteboards & markers. Apply basic rules.

Virtual: See basic rules.

NO SUPPLIES? NO PROBLEM:

- 1) Students can act out objects, scenery or facial expressions explored in the story. This can be done in person or virtually as well. Capturing screen capture photo memories of this are fun.
- 2) Have students add sound affects to certain words – each time that word is spoken, the kids make the sound.
 - a. Example: wind, walking, animals, water, rain, thunder, trees cracking, cry, laugh, etc.

TOPICAL ASSOCIATIONS: #flexibility #awareness #group #emotionalregulation #collaboration #hustle #quickthinking #fun #movement #grossmotor #finemotor #outofthecomfortzone #listening #concentration #perspective #improv



I SPY Show & Tell

GAME 5

Supplies:

Whatever is available in your surroundings.

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Have a list of themes that students must use as search criteria. (Samples provided below)

GAME OBJECTIVE: Students must find an object that fits the search criteria and present to group.

BASIC RULES:

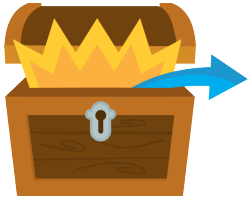
- 1) The teacher provides guidelines about where students can go to retrieve their items. (Example: their room, home, or around their personal desk/space.)
- 2) The teacher then provides a theme (ex: "Blue") then counts down "3, 2, 1 Go". Students have 30 seconds to go through to find an item that is blue.
- 3) When everyone returns, they must present the item and something they know about where it came from.
- 4) If desired the teacher can allow other students to ask questions about the item presented.
- 5) Sample themes could include:
 - a. Colors, shapes or numbers.
 - b. Something that begins with a specific letter.
 - c. Something connected to a feeling (happy, lonely, sad).
 - d. Something connected to a geographic location (beach, bed, Africa, backyard).
 - e. Something connected to a job or career (tool a secretary, plumber, or engineer may use).
 - f. You may also find ideas in the Categories list on page 23.

Physically distanced: Be sure to provide guidelines about where students can go to retrieve their items to maintain physical distance.

Virtual: They potentially have their bedroom, school room, and public spaces in their home as resources here.

NO SUPPLIES? NO PROBLEM:

- 1) When the teacher issues the theme, students must visually find something in that theme that they can then describe to their classmates (I SPY Style). The other students try to guess (if playing virtually) or find (if playing in proximity) the item they can see.
- 2) Bonus points for students who are in the same location but find an item for the theme that no one else discovered.



Play it Again Sam

GAME 6

Supplies:

Whatever is available in your surroundings.

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Have your camera, phone, or screen capture buttons ready! You will want to capture some of these visuals!

GAME OBJECTIVE: The teacher guides students to find an object in their environment, then the students must use that object in all different ways as directed by the teacher. Example: students must find an article of clothing and use it as a hat, tool, toy, or shoe!

BASIC RULES:

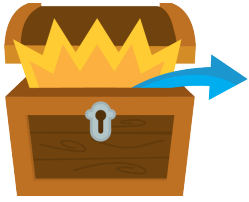
- 1) On GO, students have 30 seconds to find one of the following, as specified by the teacher for this round: object of clothing; dish from the kitchen; stuffed toy; favorite book; something you can write with; something with a funny shape; something that makes a noise; something with a face; something that folds; something that has a specific color or texture; etc.
- 2) Upon their return, the students must use the object they found to demonstrate how that item could be used in a different way.
 - a. Example: Use your item as a hat, shoe, piece of clothing, something to sleep on, a tool, a toy, a fashion accessory, drinking, something to eat with, something to rake leaves with, a way to carry something, etc.
- 3) **BONUS:** Have the children create a commercial for their item that reflects a DIFFERENT use than is usual or typical for that item.
 - a. Example: Student has a cup, but creates a commercial advertising it as the new glove fashion trend 😊

Physically distanced: Be sure to provide guidelines about where students can go to retrieve their items to maintain physical distance.

Virtual: See basic rules.

NO SUPPLIES? NO PROBLEM:

If there are absolutely no items accessible, use the #3 BONUS idea and verbally assign the students an object they are familiar with. They must mime/act out a commercial with the “item” as if it was really there. Give the same object to different people and challenge them to find a different use for that object each time.



BABBLE ON

GAME 7

Supplies:

List of Categories [T]
Whiteboard/Marker [S]

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: List of Categories provided on page 17.

GAME OBJECTIVE: To see how many items a student can list under time pressure as related to a category chosen by the teacher.

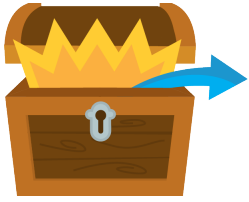
BASIC RULES:

- 1) This game can be played individually out loud, or simultaneously having the students write down their words.
- 2) **Individual Play:** The teacher chooses a student and a category. On Go, the student has 30 seconds to say as many items in that category as they can think of. Other students count how many they get. They cannot say the same item twice. One point for each word that accurately aligns with the category. Repeat as desired with other players.
- 3) **Simultaneous Play:** The teacher chooses a category. On Go, all the students have 30 seconds to write down as many items in that category as they can think of. Once the 30 seconds is up, students must stop writing. Going around the group, have each student read their list. If anyone else has that word on their list – everyone must cross it off, no point is awarded for this. Only unique words gain a point. Student with the most points wins.
- 4) **BONUS TWIST:** Instead of giving a category, choose a topic they have been learning and count how many seconds they can talk about that topic with good facts, without a large pause, or if you dare, without taking a breath.

Physically distanced: See basic rules.

Virtual: See basic rules.

NO SUPPLIES? NO PROBLEM: If you do not have whiteboards/markers or paper available, recommend playing the individual variation.



SOCK PUPPET Theatre

GAME 8

Supplies:

Socks [S]
Story or Script [T] Opt.

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Choose one of the story starters from page 22 or choose your own story or script to read.

GAME OBJECTIVE: Students animate sock puppets to tell or act out a story.

BASIC RULES:

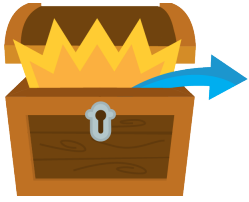
- 1) Have students find/bring a clean sock.
- 2) The teacher will choose a story starter from the list of options on page 22. Choose a student to begin the story with the story starter, adding a sentence of their own to advance the story. Continue from student to student who uses their sock puppet to animate and tell their part of the story!
- 3) This makes a great video!
- 4) **Make it about review:** Have the student use their sock puppet to teach the class something you have taught them, review spelling words, multiplication tables, or phrases to be memorized. This can be done as individuals or rehearsed together as a group.

Physically distanced: See basic rules.

Virtual: See basic rules. Be sure to record if permissions allow!

NO SUPPLIES? NO PROBLEM: Don't have socks? You can use hands as puppets! OR, use the alphabet. Each sentence of the story must start with the next letter of the alphabet and end with an open-ended opportunity. See example below:

- 1) A long time ago, in a small village lived a
- 2) Bear who like to ride a
- 3) Cow that was brown and white and liked to eat
- 4) Dried flowers which grow near the
- 5) Eel pond. Nearby there lived a
- 6) Frog who liked to wear a
- 7) Grey coat with strange
- 8) Holes in it. The frog and the bear
- 9) Itched and scratched because of the...



CARD CALISTHENICS

GAME 9

Supplies:

Deck of Cards [T]

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Separate the face cards from the number cards in a typical deck of cards. Choose 4 red face cards and 4 black face cards (Jack, Queen, King & Ace) and assign each one with a movement. (Teacher may want to write these down.) Examples: stand on right leg, hop on one foot, jumping jacks, run in place, touch your toes, reach for the sky, arm circles, push-ups, sit-ups, lunges, squat, hop, karate kick, etc. Shuffle the numbered cards and place face down nearby.

*Note: for students with physical limitations, consider more simplified movements, gestures, facial expressions, animal noises and the like as alternatives to suit their capabilities.

GAME OBJECTIVE: Get kids moving and paying attention to increasingly faster drills.

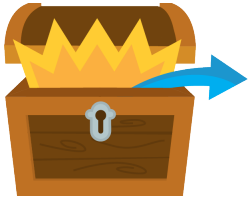
BASIC RULES:

- 1) Teacher chooses a face card to indicate the activity and then draws a number card to indicate the repetitions. Students must do the activity assigned to the face card the number of times indicated on the number card drawn. Example: Jack of Hearts = Jumping jacks. Teacher draws the 8 of spades. Students must do 8 jumping jacks counting out loud as they do.
- 2) Teacher repeats, increasing speed between draws. If students cannot complete the task in time before the next task starts, they are eliminated or must do an extra task to get back in the game.
- 3) **Add a twist:** Choose a number that represents FREEZE. If that comes up, the students must freeze like a stone instead of doing the prescribed exercise. If they do the exercise they are eliminated.

Physically distanced: Due to the physical nature of this game, outdoor spaces are highly recommended.

Virtual: Ensure students have a space for them to do these activities safely.

NO SUPPLIES? NO PROBLEM: Adapt this game to be verbal. Teacher would assign a number that is a FREEZE number ahead of time. Then simply call out an activity and a number. Throw in the Freeze number selected as often as desired to keep them on their toes.



Opposite Actions

GAME 10

Supplies:

Arrows [T]

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: Print/copy arrows found on pages 24 & 25.

GAME OBJECTIVE: Students must follow or work contrary to directional instructions given as quickly as possible, without missing.

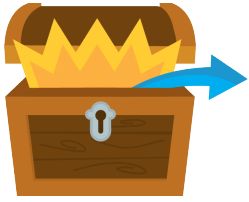
BASIC RULES:

- 1) Teacher choose a body part for each round (hands, feet, ear, elbows, knees etc.)
- 2) **Same direction:** Students must point the assigned body part in the same direction (up, down, right or left) as the arrow as the teacher increases the speed at which they change the arrow direction. Repeat as desired with different body parts.
- 3) **Opposite direction:** Students must point the assigned body part in the opposite direction as the arrow as the teacher increases the speed at which they change the arrow direction. Repeat as desired with different body parts.
- 4) **Two Arrows:** Using same directions or opposite directions as noted above, add a second arrow so the right hand follows the right arrow (as the student sees it) and the left arrow dictates direction for left hand (or foot, ear, elbow, knee etc.)
- 5) **Mix It up:** For added challenge, change instructions and body parts often between rounds simply by calling out new instructions before revealing the directions. See how fast they can go.
- 6) **Elimination:** Add an elimination variation to it by eliminating anyone who messes up.
- 7) **Partner up:** Put students in pairs and have one lead and the other respond. Encourage them to take turns challenging each other.

Physically distanced: Ensure adequate space between students or consider outdoors.

Virtual: Easily done over video. Recommend the teacher drops the arrows off screen between direction changes.

NO SUPPLIES? NO PROBLEM: Can't print the arrows? Simply use voice commands (up, down, right, left) or gesture with your own hands the direction they are to respond to.



Alphabet Story

GAME 11

Supplies:

N/A

No-supply variation available?

Yes

Virtual?

Yes

Physically Distanced?

Yes

Time to Play

10 Min

Age Group

#Elementary

PREPARE AHEAD OF TIME: This is a completely cognitive game; no props or prep required.

GAME OBJECTIVE: To collaborate to create a story with each new sentence beginning with the subsequent letter of the alphabet. (**BONUS: to make it tricky, use spelling words.**)

BASIC RULES:

- 1) If desired, the teacher can choose a theme, a geographical location, or a story starter from page 22. Teacher should indicate, based on physical or virtual context, how students will know who goes next (see specific notes below) and who will start first. **This can also be done in partners.**
- 2) Students must say one phrase or sentences to continue the story.
 - a. The first word must start with the next letter in the alphabet.
 - b. It must end with an open-ended or dangling sentence to leave space for the next person to advance the story. (See sample below.)
 - c. No swear words, crude jokes or violence is allowed in the story. Honoring each person's contribution to the story is mandatory.

Physically distanced: Students can participate from their desk, or by forming a physically distanced circle. Teacher to indicate who will start and what direction story must travel around the group.

Virtual: In this context, teacher can give directional guidance in two ways:

- 1) Assign letters to each student ahead of time.
- 2) Call the name of the student who is to go next.
- 3) Record it and play it back to them for further debrief, discussion, or exploration of language arts.

Sample story:

A long time ago in a small village their lived a... (*open-ended*)

Bear who liked to ride a... (*open-ended*)

Cow. The cow was brown and white and liked to eat... (*open-ended*)

Dried flowers which grew near the... (*open-ended*)

Eel pond. Nearby there lived a... (*open-ended*)

Frog who liked to wear a... (*open-ended*)

Grey coat with strange... (*open-ended*)

Holes in it. The frog and the bear walked until they found an... (*open-ended*)

List of Nouns

A

agenda
agent
agreement
agriculture
aid
airbag
airfield
airline
airplane
airport
alarm
albatross
album
alfalfa
algebra
alligator
allowance
almond
alpaca
alphabet
amazement
analog
ancestor
angel
anger
anguish
animal
ankle
anniversary
announcement
ant
anteater
antelope
antennae
antler
anxiety
apartment
ape
apology
app
applause
apple
appliance
appointment
appreciation
apron
aquarium
arcade
arch
archer
arena
argument

armadillo
armchair
armpit
armrest
army
arrow
art
artery
artichoke
artist
asparagus
assignment
assistant
athlete
attic
audience
aunt
author
autumn
avalanche
avocado

B

baby
bachelor
backbone
backpack
backyard
bacon
bagel
baggage
bagpipe
balloon
ballpark
banana
bandana
banjo
bank
barbecue
barber
bark
barn
barometer
barrel
barrier
baseball
basement
basket
basketball
battery
battleship

beach
bead
beak
beam
bean
bear
beard
beaver
beetle
bell
belly
belt
bench
bend
bicycle
binoculars
birch
bird
birdcage
birdhouse
birthday
biscuit
blanket
blizzard
block
blossom
blouse
blow
boat
bobcat
bonfire
bongo
bonnet
book
bookcase
boot
boss
bottom
bowl
bowling
bowtie
box
boxer
bracelet
brain
bread
breadcrumb
breakfast
breath
breeze
bride
bridge
broccoli

broom
brother
brow
bubble
bucket
buckle
buffalo
bug
buggy
bugle
builder
building
bulldozer
bump
burglar
burrito
burst
bus
bush
butterfly
button

C

cabin
cabinet
cactus
cake
calculator
calendar
calf
camel
camera
camper
can
candle
candy
cane
canoe
canteen
cap
cape
captain
caption
car
carnation
carnival
carpenter
carpet
carrot
carry
cashew

C Continued

cashier
cat
catalogue
catamaran
caterpillar
cathedral
cauliflower
cave
celery
cereal
certificate
champagne
champion
chapter
charger
cheer
cheese
cheetah
chef
cherry
chess
chest
chestnut
chicken
child
chimpanzee
chin
chip
chipmunk
chocolate
choice
choir
chopsticks
church
cinnamon
circuit
clarinet
class
classroom
claw
cliff
climb
clock
clothing
cloud
clover
coach
coaster
coat
cobweb
coconut
coffee
coffin
coke
cold
collision
colt

comb
combat
comedy
commander
commandment
compass
composer
computer
concert
conductor
cone
contact lens
cookbook
cooperation
copy
cork
corn
corner
costume
cot
couch
cough
couple
coupon
coyote
crab
crack
cracker
cradle
craft
crane
crayfish
creek
crocus
croissant
cross
crow
crowd
crown
cucumber
cup
cupcake
cushion

D

daffodil
daisy
dance
dancer
dandelion
decimal
deer
dentist
deodorant
desk
dessert
dial
diamond

diaper
dime
dinner
dinosaur
dish
divide
doctor
dog
doll
dollar
dolphin
donkey
donut
door
doorbell
doorknob
dragon
dragonfly
dress
drink
drummer
duck
duckling
dump truck

E

eagle
ear
earmuffs
earring
earth
earthworm
easel
eating
eel
egg
eggplant
elbow
electricity
elephant
elf
engine
entrance
envelope
excitement
explorer
explosion
eye
eyebrow
eyeglasses
eyelash

F

face
fairy
fall

family
fan
fang
farm
farmer
farming
feast
feather
fiddle
fighter
fingernail
fire
fireman
fireplace
fish
flag
flock
flood
flower
food
foot
footprint
forearm
forest
fork
fountain
fox
frame
fridge
friend
fries
frown
fruit
funeral
furry

G

gadget
game
garbage
gear
geek
gift
giggle
gingerbread
giraffe
glue
goat
goldfish
golf
grape
grass
greenhouse
gum
gym

H

haircut
hamburger
hammer
hammock
hamster
hand
hard-hat
hashtag
headache
headlight
headphones
heart
helmet
hexagon
heyday
hiccups
hog
honeybee
hook
horse
hospital
hotdog
hotel
hug
hurricane

I

ice-cream
iceberg
icicle
icing
igloo
infant
inn
instrument
island

J

jacket
jeans
jeep
jellybeans
jellyfish
jet
jewel
jewelry
juice
jump
jungle

K

kangaroo
karate
ketchup
kettle
keyboard
kick
kindness
king
kiss
kitchen
kite
kitten
knee

L

lace
ladder
ladle
ladybug
lake
lamp
land
lasagna
laugh
leader
leaf
leg
lemon
lemonade
lettuce
liar
library
licorice
lid
lift
lilac
lily
lion
lip
liquid
lizard
lobster
lock
locomotive
log
lollipop
lunch
lung

M

macaroni
mailbox
makeup
manatee
mangrove
mansion
marble
marshmallow
mask
mattress
measles
meatball
mechanic
menorah
microwave
middle
midnight
mind
mirror
mitten
mom
money
monkey
monocle
month
moon
moose
mosquito
motorboat
motorcycle
mountain
mouse
moustache
mouth
movie
mower
muffin
mug
muscle
mushroom
music
musician

N

nail
neck
necklace
neighbor
net
newspaper

nibble
ninja
noodle
nose
notebook
nurse
nut

O

oak
oar
obedience
ocean
octagon
octopus
odometer
office
onion
orchard
organ
ostrich
otter
outhouse
oven
owl

P

pail
painter
pajamas
palace
palm
pan
pancake
parachute
parade
parrot
passport
password
pastor
path
patient
pavilion
paw
peanut
pear
pearl
pen
pepperoni
pest

P Continued

pet
phone
photographer
pianist
piano
piccolo
pickle
pickup
picnic
pie
pig
pillow
pine
pineapple
pinecone
pirate
pizza
planet
playground
plumber
pocket
pocket-watch
poison
policeman
pollution
pond
pony
pool
popcorn
popsicle
porch
potato
prayer
price
prince
princess
principal
prisoner
prize
promise
puddle
puffin
pug
pumpkin
punch
puzzle
pyramid

Q

quarter
queen

R

rabbit
raccoon
race
rail
railing
railroad
rain
rainbow
raincoat
receipt
rectangle
reef
reindeer
relaxation
repeat
restaurant
reward
rhubarb
ribbon
rice
right
ring
river
roar
rocket
roof
root
rope
rose
row
ruler

S

saddle
sailboat
sandal
saxophone
scarecrow
school
scissors
scorpion
screwdriver
seaweed
seed
shadow
shark
shawl
shelf
shell
shield
shoulder
shout

shrimp
singer
skate
ski
skyscraper
slide
slippers
slope
smoke
snail
snake
sneakers
snowflake
snowman
soap
soccer
sock
space
spaghetti
spatula
spider
spiral
spirit
spoon
spork
spreadsheet
squid
squirrel
staircase
star
statue
steak
steam
steeple
stinger
stomach
storm
strawberry
submarine
suitcase
sunflower
sunglasses
surfboard
sushi
swimming
swimsuit
sword

T

taco
tadpole
tail
talking
tambourine

tea
teacher
teapot
tear
television
temperature
tent
thigh
thinking
throne
thumb
tiger
toad
toast
toaster
toe
toenail
toilet
tongue
toothbrush
top-hat
toque
tourist
trailer
traveler
treasure
tree
triangle
trombone
trumpet
trunk
tulip
turtle
tusk
twins

U

umbrella
utensil

V

vacuum
valentine
vase
vault
vegetable
vehicle
violin
volcano
volleyball

W

ADD YOUR OWN:

ADD YOUR OWN:

ADD YOUR OWN:

waffle
wagon
wall
wallaby
walrus
wasp
watermelon
weasel
whale
wheat
wheel
whisper
willow
windshield
worm
wrench
wrestler
wrist
writer

Y

yogurt
yoke

Z

zipper
zither
zoo
zucchini

ADD YOUR OWN:

STORY STARTERS

- Once upon a time in a little village...
- In the middle of the night...
- On the way out of town...
- While sitting in the dentist chair...
- While exploring the cave...
- Just outside we heard...
- Carefully we slid down the...
- Panicked we ran for the...
- Suddenly, we heard a...
- To our surprise we found a...
- We looked back to see the...
- As we trudged through the mud, we felt...
- The water was coming in fast, so we...
- The monster looked right at us, so we...
- The small creature seemed afraid, so we...
- The King handed down the sentence that we were to be...
- As we crept through the stinky barn, we found...
- We pushed open the creaky old door and...
- Without warning the floor crumbled and we fell...
- Everything went silent as we looked and saw...
- The villagers were running towards us shouting...
- We unrolled the letter; it said...
- The strange goo stuck to our fingers, and we felt...
- There was no one there to help us, so we...
- Starving, we ran for the nearest plate of food; it was a...
- We were lost, when suddenly...
- In between our toes we saw...
- We flew through space while the...
- I stepped off the space shuttle to find...

List of CATEGORIES

- Kinds of fruit
- Kinds of snacks
- Kinds of vegetables
- Kinds of insects
- Creatures that have 4 legs
- Tall buildings
- Types of pets
- Colors
- Kinds of weather
- Things that use batteries
- Kinds of Trees
- Models of Cars
- Kinds of Flowers
- Names of Countries
- Things that start with the letter “__”
- Hobbies
- Things that are the color “_____”
- Items found in the kitchen (garage, back yard, bedroom, purse, backpack, classroom, etc.)
- Famous people
- Cartoon characters
- Book characters
- Movie characters
- Movie creatures
- Genres of books/movies/games
- Kinds of board games
- Things that fly
- Things that spin
- Things that swim

- Things that climb
- Things that run
- Things that bite
- Things you can see in a microscope
- Things you can see from an airplane
- Things you can see from a submarine
- Things you can't see with your eyes
- Things in space
- Things in dirt
- Things you wear on your head
- Weird foods
- Things that people in other countries eat that you don't.
- Types of transportation
- Mammals
- Plants
- Creatures you find in a zoo
- Things with buttons
- Things with windows
- Things that use fire
- Things in a mall
- Things that can be inflated
- Things that burst
- Famous Cities
- Famous Authors
- Things you hang on a wall
- Things you find on a map
- Things you find in your phone
- Things you find under your bed
- Things you find in your fridge
- Things your dog buries in the yard
- Things you tend to forget



