

CREATED BY  
**NICKI STRAZA**



# 11 SOCIAL DISTANCE GAMES



PUBLISHED BY



# 11 SOCIAL DISTANCE GAMES

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

*By Nicki Straza*



**Published by  
Kidology.org**

# 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.

### **To Order your Full Download in Canada:**

Send Email & Payment: [nstraza@gmail.com](mailto:nstraza@gmail.com) \$20 Canadian

Paypal: [www.paypal.me/StrazaOfficeServices/20](http://www.paypal.me/StrazaOfficeServices/20)

E-Transfer: to [nstraza@gmail.com](mailto:nstraza@gmail.com)

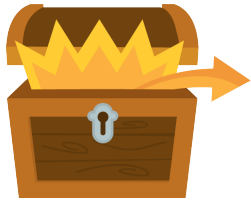
\*Be sure to include email info for download link.

### **To order your Full Download in USA:**

Visit Kidology.org: <https://www.kidology.org/88gamesdownload>







# 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.

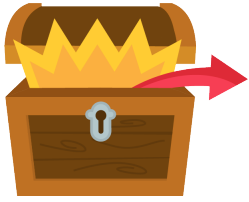
**Virtual:** Easily done over video. Students can gather supplies from the virtual setting to create with.

**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.

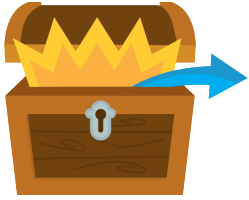
**Physically distanced:** Ensure adequate space between students or consider outdoors.

**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.

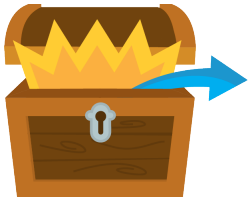
### Physically distanced:

- 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:

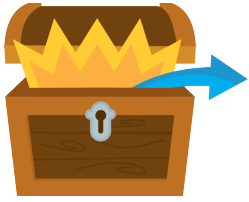
- 1) Have students sit in physically distant circle with whiteboards & markers. Apply basic rules.

**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:

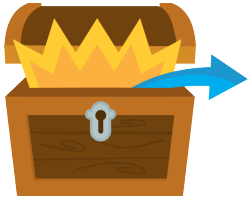
- 1) The teacher provides guidelines about where students can go to retrieve their items. (Example: their room, home, or around their personal desk/space.)
- 2) The teacher then provides a theme (ex: "Blue") then counts down "3, 2, 1 Go". Students have 30 seconds to go through to find an item that is 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:

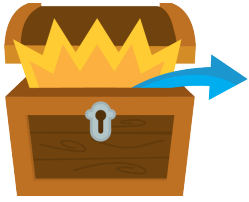
- 1) On GO, students have 30 seconds to find one of the following, as specified by the teacher for this round: object of clothing; dish from the kitchen; stuffed toy; favorite book; something you can write with; something with a funny shape; something that makes a noise; something with a face; something 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.

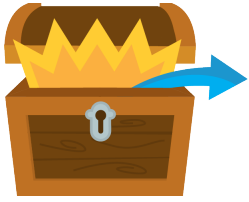
### BASIC RULES:

- 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.

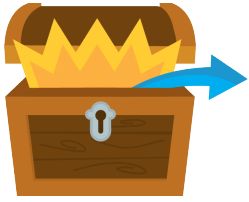
**Physically distanced:** See basic rules.

**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.

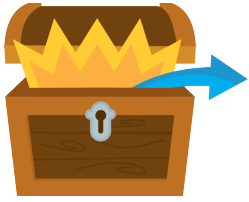
### BASIC RULES:

- 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.

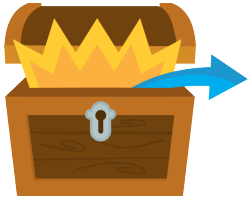
## BASIC RULES:

- 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*)

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

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

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

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

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

**G**rey coat with strange... (*open-ended*)

**H**oles 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



