



Circle time games that don't involve touch

Please ensure social distancing e.g. if sitting in a circle the children should be well spaced out.

Many of these games could be played outside.

1. Introductions

All sitting down, each child introduces the person on their left, then stands to introduce them selves, then sits down again and introduces person on right. Keep going round circle until everyone has had a turn.

2. Follow the leader

Demonstrate patting your head and everyone following, change to tapping knees, clapping hands etc. Now ask a child to perform actions so everyone copies. Next ask a child to turn around, they are a detective and while they are turned round, choose another child to be the leader, who should start performing actions to copy. Detective turns and stands in centre circle; their job is to work out which child in the circle is the leader.

3. Pass the smile

Children look sad. Adult passes smile to first child who passes it to next and so on till everyone is smiling.

4. 11s

Count around the circle each child saying one number until the person who says 11 is out. Now try again but explain you can say up to three numbers as long as you have not said the same amount of digits as the person before you. So if I say 1,2,3, and the next person says 4,5,6, they are out. But if I say 1,2,3 and the next person says 4, or 4,5, that is ok. The person who says 11 is out.

5. Heads and tails

Flip a coin, children predict how it will land by either putting their hands on their heads or behind them on their 'tail'. If they predict incorrectly they are out and sit down. Repeat until one person wins.

6. Stand in order

Children to get in order of.... Birthdays/ door numbers/ height/ alphabetical name order/ exact age etc Extension: do the task without talking

7. Splat!

Splatter in centre of circle, points arms straight out at victim and shouts "splat". The two people either side of the victim then turn and shout "splat" at each other while the victim ducks. Whichever of the two either side is last to shout "splat" is out. Move quickly so you get everyone in the class

out, finish with two people back to back in the centre and the last to shout “splat” on your shout loses.

8. Clap clap name

Go round the circle, everyone does two claps then says their name in time e.g clap clap And-rew, clap clap Ver-ona etc.

9. Space on my right

Make a space on the right of a child who says, “There’s a space on my right and I want xx to sit there”, that person then moves to sit in the space. Continue until everyone has moved. A child may not move twice. Conclude by asking how children felt when they were chosen. Isn’t it great that no one was left out!

10. Who is missing?

Line up 8 children and ask a detective to turn round after studying the line. Change two people around or swap one of the 8 with another child; can the detective work out what has changed?

11. Count to ten

As a group we are going to count to ten randomly; one person says 1, another person says 2, another 3 etc. Once you have said a number you may not say another.

However, if two people say a number at the same time we have to start again. So someone might say 1, then three people may say “2” so we have to start again. In this game you may not get past “1” as everyone will want to be the person to say it. After beginning the game about ten times ask the class how we are going to get past “1”? (it’s about allowing someone else to say the number, even if you really want to)

12. Hedgehogs

Move around the room to the music, when the music stops children curl up on the floor like hedgehogs. Put a large cloth over one child, the others stand up and guess who is under the cloth. Return to seats and share a round to say what we like about the hedgehog. Only play this once per day so the cloth is only used for 1 child.