

# Games and Brain Breaks to Keep the Class Moving and Students Engaged

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**Common Challenges in K-12 and Post-Secondary Arabic Language Education**  
Center for Middle Eastern Studies , University of Chicago

Fadi Abughoush

fabughoush@gmail.com

@fabughoush

# WHAT IS A BRAIN BREAKS?

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The Watson Institute defines brain breaks on their website:

*Brain breaks are mental breaks designed to help students stay focused and attend. The brain breaks get students moving to carry blood and oxygen to the brain. The breaks energize or relax. The breaks provide processing time for students to solidify their learning .*

QUICK, short, not lengthy, rapid, fast (NOT LONG) breaks  
in input  
Students MUST be UP and moving!

# HOUSE ROCK TREE

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1. Students move around the room, ideally to music.
2. Teacher [pauses music and] shouts out, "HOUSE ROCK TREE" (in Arabic بيت، حجر، شجرة).
3. Students QUICKLY form groups of three and as fast as possible each one takes on a unique role: (1) **HOUSE**: Stand with arms over head in triangular shape so that it looks like a roof (2) **ROCK**: Squat, tuck head, and put arms over head as if protecting it from falling debris; to look as rock-like as possible! (3) **TREE**: Stand with arms raised in the "Y" shape (like from YMCA) to form branches stretching upward and outward to the sky!
4. [Restart music and] students move around again.
5. Repeat Steps 2-4 for 1-2 minutes!

# TEN

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1. Students stand in a circle.
2. In order, clockwise around the circle, students count aloud the numbers 1-10. Each student can say one, two, or three numbers when it is their turn (they could say واحد, or اثنان, or واحد اثنان □).  
واحد اثنان □).  
واحد اثنان □).  
واحد اثنان □).
3. Whoever says the number 10 is OUT and must sit down.
4. Play until one student remains!

# ROCK PAPER SCISSORS TRAIN-

Annabelle Allen

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1. Students pair up and play three rounds of Rock Paper Scissors. Best of three wins!(حجر، ورقة، مقص)
2. Loser gets behind winner and puts hands on winner's shoulders, forming a "train" and shout his/her name.
3. Winner (front of train) now finds another train and plays three rounds of Rock Paper Scissors. Best of three wins!
4. Entire losing train joins the end of the winning train.
5. Repeat Steps 3-4 until there there is one winner!

## Warm Up: The Chair Game زلزال

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- All participants except one will sit in a circle. The one who is standing should be in the middle (standing, NOT sitting)
- The participant in the middle will say something he/she did over the weekend or over the break (one sentence).
- If anyone seated did the same thing over the weekend or over the break, they have to stand up and find another available chair to sit on. The speaker can try to sit in any available seat.
- The last one standing has to share a new sentence .
- Leaned it from Kirsten Gassman

# Flipgrid

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<https://flipgrid.com/4f01aef3>

https://flipgrid.com/

- The Code is **4f01aef3**

# Whole Class Speaking Game

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- <http://wheeldecide.com/>

[Example](#)

<https://bit.ly/2uNK61D>



# Cards Game

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- All students will receive a card with a question on it.
- Play music - the students dance- stop the music
- Student find a partner and ask his question. (Student should listen to their response :)
- In turn, the other student will ask the question on their card.
- Once they shared, SWAP CARDS.
- Play music - the students dance- stop the music
- Student find a new partner.
- Learned from بلال جنديّة

# Gimkit

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[Gimkit | Live Quiz Learning Game](#)

# Running Dictation

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- Start with a familiar story. Break down the story into basic plot points.
- Type each of the plot points on strips of paper. The text should be easy to read
- Tape them to a wall in your classroom or in the hallway, scattered and out of order.
- Divide your class into pairs .
- In each pair, one is a writer and one is a reader/runner .
- The writer records each plot point, asking for clarification on spelling. If the runner forgets what s/he read or isn't sure of spelling, s/he must continue running back and forth between the wall and the secretary until it is correctly transcribed.
- When all plot points have been recorded, pairs put them in the correct order and present them to the teacher for approval. The first team finished wins!

<https://www.youtube.com/watch?v=WnPIKJaNdHw&feature=youtu.be>

# Weekend chat

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-Print common activities in the past tense (I slept a lot, I played video games, etc.)

-Post them on the board. As kids entered they read the sentences and write their names under the activities they did that weekend.

<https://twitter.com/fabughoush/status/1046884179936497665>

# Weekend Chat #2

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[https://docs.google.com/document/d/1WVKyf\\_cnKYCpcxdHZNk4le9xKeMz1x4L1J\\_WixMhyl/edit?usp=sharing](https://docs.google.com/document/d/1WVKyf_cnKYCpcxdHZNk4le9xKeMz1x4L1J_WixMhyl/edit?usp=sharing)

# MAINTAINING A CONVERSATION CARD GAME

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**Participants:** 4-6 players

**Game Set-up:** Players each get 4 cards with the following commands written on them: *Add a thought; Ask a question; Give support; Answer a question*

**Goal of the Game:** To win by giving all of your cards away

# MAINTAINING A CONVERSATION CARD GAME

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## How do you play?

1. Draw a TOPIC card and make an opening statement.
2. Each player tries to keep the conversation going by doing an action indicated on their cards.
3. When an action on a card is completed, place the card facedown on the table.
4. If there is a 15 second lull in the conversation, you must draw a new TOPIC card.
5. The first player who uses up all of their cards wins the game.

**Practice!**