

On an Island



Monkey Madness



5 – 10 minutes

Instructions

For this activity you will need access to a board to write the words down. Teachers must come up with a rule that dictates what items pupils can and can't bring with you to the desert island. The aim is the pupils have to guess what the rule is that you create. For example if you decide the items will all begin with the word P, you will write a word beginning with P on the board. Then pupils will have to guess while standing, if they guess correctly you add their word to your list. If their answer is incorrect you must let the class know. The difficulty of the word is up to the teacher and what is suitable for their class.

Health & Safety

- Ensure floors are clear of trip hazards
- Ensure pupils leave stationary on the table
- Ensure pupils tuck bags in under the desk
- Remind pupils to keep eyes up and watch where they are going
- Remind pupils of their own spatial awareness
- Give clear instructions



Teacher Tips

This activity is suited to KS1 & KS2

Popular examples include: words that are plurals, something that has wheels, forest animals, things that are round/square, five letter words, words with a double vowel and words that start and end with the same letter.

On an Island

Teachers must choose a rule that dictates what items students can and can't bring if they want to come with you to a desert island. This can be based on current topics eg. literacy. Below we have suggested some possible ideas. Make sure to write down an example for the pupils and create a list based on who answers correctly to help pupils guess the rule. The clues will be in the different words that you use.

Ideas:

Plurals

- Cats, bags, shoes, blankets, cars, trees, saucepans, books, pens

Something with wheels

- Cars, trains, motorbikes, skateboards, pram, wheelchair, suitcase

Forest Animals

- squirrels, reptiles, tigers, butterflies, ants, fox, deer

Things that are round

- ball, bicycle wheel, circle, magnifying glass, coins

