

STRATEGIES FOR SUPPORTING CONCENTRATION → STARTER ACTIVITIES

Settlers
1) Secret Mission – Put a variety of short tasks in envelopes and hand out to students, which are then to be completed within a time limit. Students will typically settle because of the anticipation and sense of competition!
2) One-Word Summary - Summarise what you know about the topic in 5 bullet points - then reduce to 5 words - then reduce to one word.
3) Clozed Procedure - Put in the words missing from a short passage of text
4) Mind the Gap – The teacher reads out a statement or quote and misses out a word – the students each have large cards each with a word on them and have to hold them up silently when appropriate.
5) Timeline Sequencing - Create a simple timeline (using pictures or key words to annotate) of learning / events covered so far.
6) Sketch - Label or annotate a diagram, flowchart, illustration or map. Could be provided partially complete to save time.
7) Tension Chart – Give score out of 5 for tension at various points in a short text or video clip. Plot on graph and discuss findings.
8) Spot The Difference – One picture could contain false information e.g. maps, diagrams of experiments, spider diagrams, charts and graphs.
9) Anagrams - Identify the key points/terms to feature in today's lesson or from a previous lesson by re-sorting jumbled up words.
10) Pictionary – Draw the word without speaking or writing.
11) Wordsearch – Create a wordsearch containing key words or information useful in the lesson – can use clues/definitions to activate prior knowledge.
12) Crossword - Create a crossword with clues relating to learning in a previous lesson.(www.puzzlemaker.com)
13) Codebreaker - Break the code to identify the 3 main points of a previous lesson or today's lesson (a=1, b=2 or a=b, b=c....).
14) 60 Second Challenge – Write down all the terms you can think of to do with a topic in 60 seconds.
15) What am I? – Read out a riddle based on a key word, place, object, person / character etc. i.e. "I'm British born and bred. I flew in the skies 60 years ago. They said flames came from my mouth, but I'm not a dragon." = a Spitfire plane.
Stirrers
1) Freeze-Framing - Small or whole group drama activity – each student becomes

a freeze frame / 'living photograph' as a summary of learning / events so far
2) Just a Minute – Students talk on a topic without hesitation, repetition etc.
3) Bingo – As the teacher reads, students must spot word/symbol and mark card e.g. match numbers in French with digit; match muscle with diagram of stretches in PE; match musical term and symbol etc.
4) Key Word Snap – Students work in pairs matching word cards and definition cards through snap-style game.
5) Key Word Pairs - Students work in small groups matching turned over word cards and definition cards through pairs-style game.
6) Headbands – Students put post-it notes or stickers on foreheads – students work out word or picture by asking partner questions which require yes/no answers
7) Taboo - Describe a word/concept/character/event to a partner without saying previously selected 'taboo' words.
8) Verbal Volleyball - Divide class into two groups who take turns to say a word related to the current topic. No words can be repeated. Score on board.
9) 'Who wants to be a Millionaire?' - Questions answered in pairs or small groups. Which team becomes the richest?
10) Blockbusters – Students travel across a grid (on board or across the classroom floor) containing initial letters to answers.
11) Hide and Describe - Students are divided into pairs and are seated back to back. One describes a scene or process and the other must guess what it is.
12) Washing Line Sequencing – Students organise themselves or pin up cards in order e.g. Maths: Write down a number containing 3 digits in any combination (decimal, fraction) Class then sequences numbers in order.
13) Pass the Parcel – Students pass around a wrapped parcel made up of alternating layers, questions cards and rewards. If they answer a question right, they open the second layer – if not, it is passed on for another student to answer.
14) Pass the Bomb – Students pass around a kitchen timer – as they hold it they must think of a word to do with the topic. Whoever has the timer when it sounds is out.
15) Beachball Challenge – The teacher holds a Beachball and asks a question - the students raise their hands to catch if they know the answer. If they're correct they pass it back, if they're incorrect they pass it on to another student. Points can be scored for correct answers (and catches!).