



3rd

It's a Cracker

Throwing Snowballs

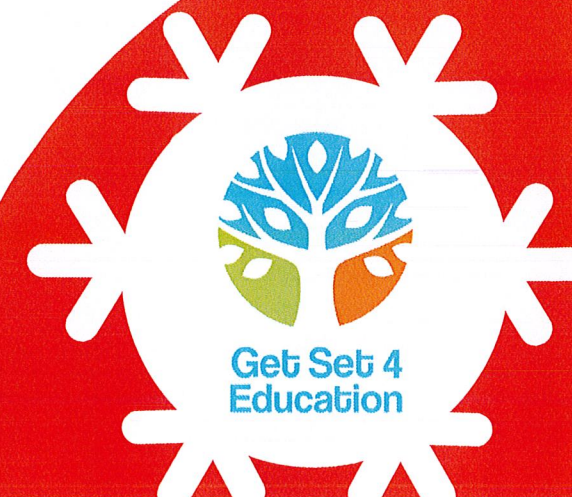
What you need: : 3 pairs of socks (snowballs) and 3 or more pots or pans.

How to play:

- Place pots or pans at different distances away.
- Begin behind a line.
- Score one point for each pair of socks (snowball) you throw that lands in the pot.

Make this harder by labelling each pot or pan with a different number of points and seeing how many points you can score.

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4th

It's a Cracker

Christmas Charades

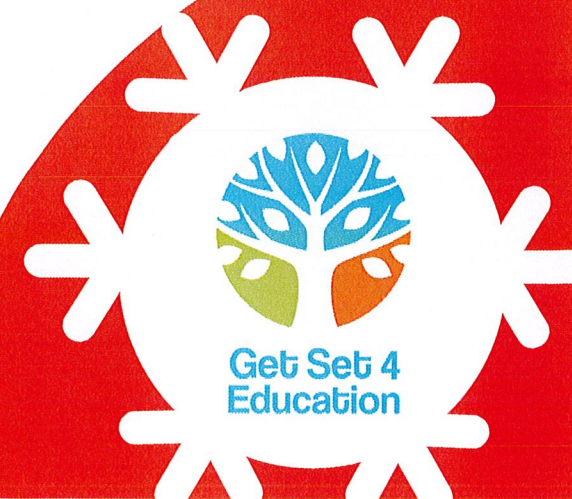
How to play:

- Select one pupil to be the guesser. They stand at the front with their eyes shut and ears covered.
- Secretly tell the rest of the class the charade.
- The rest of the class act it out until the guesser gets it right, then change the guesser.

Charades could include:

- Wrapping presents
- Santa coming down the chimney
- Decorating the tree
- Reindeers flying
- A snowball fight
- Ice skating

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11th

It's a Cracker

Catch the Snowflakes

What you need: scrunched by balls of scrap paper (snowflakes)

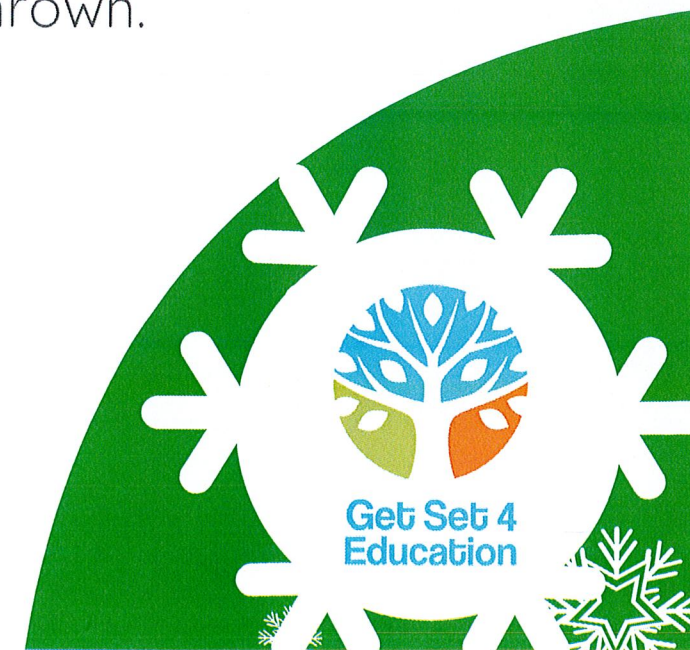
How to play:

- Pupils stand behind their chairs.
- Beginning with one snowflake, pupils pass the snowflake around the class.
- After they have thrown the snowflake they complete 5 star jumps.
- Slowly introduce more snowflakes.
- As a class, how many snowflakes can they pass around the class without dropping them?

Consider how far the snowflake should be thrown.

Make this harder by giving pupils only 3 seconds for each pass.

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18th

It's a Cracker Santa Says



How to play: teacher begins as Santa for the first round.
Give instructions such as:

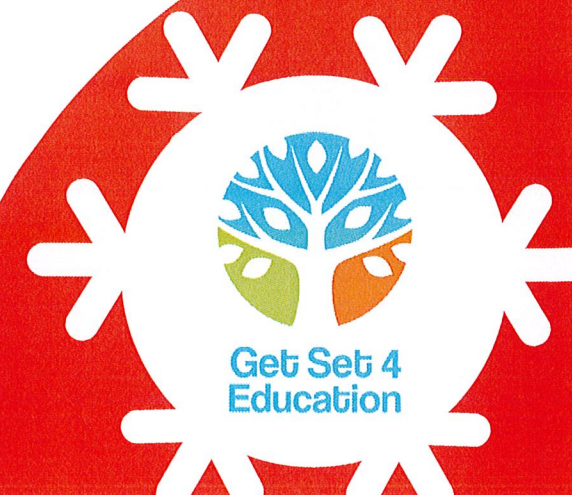
- Santa says, jump on one leg.
- Santa says, touch your toes.
- Santa says, run on the spot.
- Santa says, spin around.

Then give an instruction without saying, "Santa says..." If a pupil follows the command, they are the next to be Santa.



Who can complete all of the rounds
without becoming Santa?

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19th

It's a Cracker Snow Angels



How to play:

- Split the class into two teams.
- Ask the class a question relevant to their learning this week at school.
- The first pupil to stand in a star shape gets to answer the question. If they answer correctly their team completes 5 x snow angels (or star jumps if you don't have enough room). The opposing team completes 5 x squats.
- Ask another question and so on.

The first team to 50 snow angels wins the game.



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