## Starter Actucties

Welcome to our starter activities pages.
Here you will find ideas for opening and closing activities for use in the classroom, covering key stage 1 to key stage 4

Starters and plenaries should be used to support and strengthen lesson objectives and learning outcomes.

Each activity is designed so that it requires little (or no) preparation and can be amended or adapted to suit the subject or the students you are working with.

Most of the activities are designed to support subjects across the curriculum.

These activities can be modified for any subject, although we have categorised them for each age range. Scroll through the pages below to see sections for KS1, KS2 and KS3\&4.

## The Number Game

Have the students attempt to count to 10. Explain that there is no set order or time for calling out the numbers.


Anyone can call out the next number,

BUT if they say the number at the same time as someone else, the group must start over.

Once the group reaches 10, try to get to 20 !

## Write everything you know about...

"Space"

(pick a topic linked to the curriculum)


## Create

Give the children some playdough, click here
for playdough songs!


## Vocabulary Circle

This is a great activity for the start of a creative writing or language lesson.

Gather everybody in a circle and give them a word.
Working around the circle, each person takes their turn to say a word that starts with the next letter of the alphabet, based on what the person said before them. So if you said 'cat', the next person would have to say something starting with D.

## Sarater ftcpevépes

 Age 4-6 years

## The Odd One Out Game

Show them 3 things. Ask the children to discuss which shouldn't belong there and why.


## Guess the Song

Hum the tune of a song and ask your children to guess what it is.
Perfect for before learning about music.


Describe what is happening in the picture

literacy
How many words?

How many words can you make of 3 letters or more using the letters here?


You can't use a letter more than once (unless it is in there more than once).
What is the longest word you can make?

Can you spot the 9 letter word?
literacy

## Descriptions

Describe what is happening in the picture
What might happen next?

literacy

Look at this picture and list some
powerful adjectives



Maths


Think of at least 10 questions to get this answer..
How many can you make?

## How many?

Using SOME or ALL of these digits and symbols, make as many different sums as you can in the time limit.


You MUST have answers as well.
For example: 79-2 = 77

Siteracy

## Homophones

The actors took there bough at the end of they're our long play - witch was a very good play two.

All the spelling errors are examples of
wrongly chosen homophones.

Now make up a similar sentence for your
partner to correct.
Common homophones to play with:
to/too/two
hear/here
witch/which
they're/their/there

## G|R|AMMIA\|R



You're improving all the time!
If you fail to complete your homework, you'll receive a detention.
iteracy
Create an advertisement/newscast

These advertisements /newscast can contain content about what your students learned in class.

The students can present what they learned from the lesson (or previous) or the unit as a report

## sarnen <br> Actuities

Age 11-16 years

Use a picture, and ask questions like:

What is the scene showing? Where is this happening? What can we learn from this? Why should we care
about what
happened in
the past?



## The answer is...

Insert subject specific answer - for example:
Science: The answer is Oxygen


Maths How many?
Using SOME or ALL of these digits and symbols, make as many different sums as you can in the time limit.

7/10 8.492 .23

## Beginning with...

Think of as many things in (insert subject) that begin with the letter:

symbols, make as many different sums as


You MUST have answers as well.

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\text { For example: } 7 / 10 \times 9=63
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