

PAL Resources and Activities

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- Buzzers
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- Post-It Notes
- Pink Balls
- Football
- Football
- Tennis Balls
- Idea Prompt Flashcards
- Beer Pong
- Emoji Stamps
- Frizbee
- Number Die
- Slinky
- Magnet Counters
- Hook a Duck
- Play Doh
- Chopsticks
- Toothpicks
- Suitcase
- String
- Traffic Light Cards

Bean Bags

Elaborate/Explain

Stand in a circle, and throw the beanbag to each other. Choose a topic from a set of topics from this week's lecture. Set a random timer and when time runs out, the person holding the beanbag will explain the topic in 30 seconds. Reset the timer - The next person who ends up with the beanbag will then elaborate on the topic in 30 seconds. On it goes until the topic has been covered.

Q&A Beanbag

Groups of 5 stand in a circle and throw the beanbag. Whoever is holding the beanbag asks a question related to a topic. Whoever they throw it to has to answer, then ask the next question.



Buzzers

Icebreaker “name 10…” game

Up to 5 players sit in a circle around a buzzer. PAL Leader prepares 5 lists on post-its, e.g. “name 10 things you can buy in a supermarket, name 10 things you can do with an orange” etc. The first player will select a list from the pile and try and name 10 things, however if they pause or hesitate, any other player can hit the buzzer and try and name 10. Continue until one player has named 10 without hesitating and they will win the list. The winner is the person who holds the most lists at the end of the game.

Quizzes

Can use for whole-group quizzes. OR place students in small groups and devise mini-quizzes to then challenge another group.



Question Die

Icebreaker game

Assign students into small groups. Give each group a question die. Students take turns asking each other icebreaker questions.



Post-it notes

Flashcard Revision

Students create flashcards in small groups on a certain subject. Student groups can then swap flashcards to revise.

Session Feedback

A good way for students to feed back quickly at the end of the session with suggestions/comments.



Plastic Balls

Binsketball

Use these to gamify a revision session. Task small student groups with creating a tough quiz on the lecture topic (tell them to only create questions that they know the answer to!). All questions will be handed in and Leader will read them out. Students take turns to answer – when a student answers correctly, they get a chance to shoot the ball into the bin from a set distance (you could set it up so different angles = different amount of points). Winner is the student with the highest score at the end of the quiz!



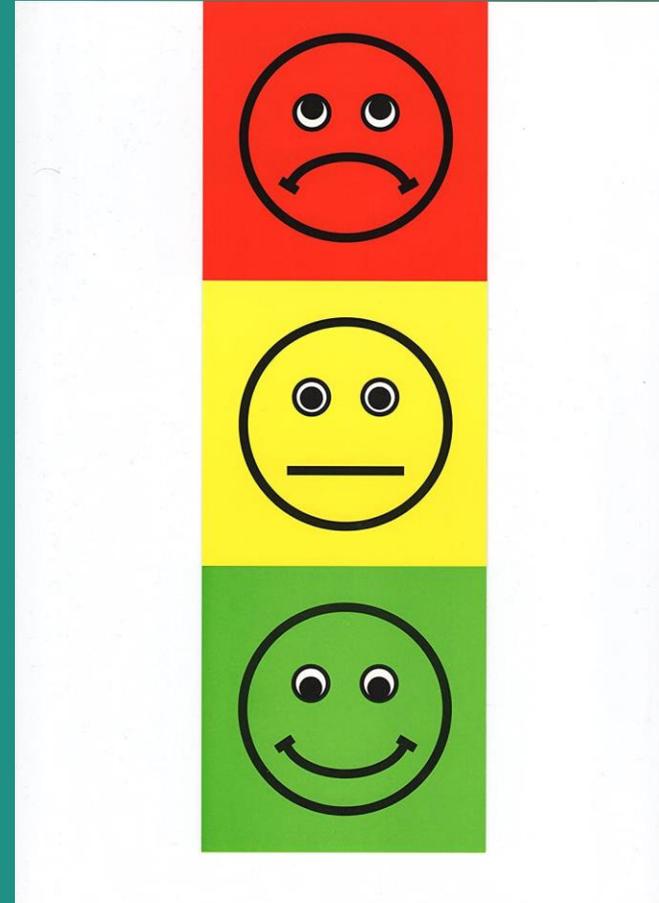
Traffic Light Cards

This or That icebreaker game

Ask a number of This or That questions corresponding to colours e.g. Cats or Dogs? Students hold up their corresponding colour cards and then answer why they chose that answer.

Feedback

Students can quickly provide feedback on the session topic by holding up the corresponding card to reflect their understanding



Football/Tennis Balls/Frisbee

Info Share Icebreaker

Stand in a circle and throw the ball/frisbee. Whoever catches it will then talk about themselves or whatever the topic is.

Target Practice

Write a number of categories for students to discuss on the white board. The students throw the ball and whichever category they hit will be the one they discuss.

Target Practice Icebreaker

Same as above, but choose a random topic and write a number of related things on the board (e.g. if topic was summer, could write “ice cream”, “beach”, “Suncream” etc.). Students throw the ball and hit a topic, which they then have to talk about for an entire minute without pausing – or for as long as they possibly can without pausing for more than a second. Longest time wins.



Number Die

Number Topics

Leader write 1-12 on the whiteboard and assigns a question to each. Groups or students roll two die and have to answer the corresponding number.



Magnetic Board Counters

Department specific uses

Useful for demonstrating coding ideas and other department specific tasks. Can also be used in conjunction with string to connect ideas on a whiteboard.



Emoji Stamps

Anonymous Feedback

Useful for students to anonymously feedback and for Leaders to get a sense of how well students understand the topic. At the end of the session, get a piece of a3 paper and place it by the door. Ask students to each stamp the paper with an emoji summing up their feeling about the topic discussed in the session.



Hook a Duck x9 + Fishing Rod x2

Hook a topic

Place labels of topics on the base of each duck. Student groups hook a duck and have to discuss the topic on the bottom of the duck.



Play Doh

Structural projects

Department specific. Can be used in conjunction with the toothpicks to make 3D structures.

Make an animal icebreaker

Set students 30 seconds to make any animal with play doh. Once the time is up, the other students have to guess what the animal is meant to be.



Chopsticks

Pick up a ball/paper game

Topics or questions are written on folded slips of paper/labels attached to balls. Students have to pick up a ball/slip of paper and if they drop it they have to do a mini-talk on the topic.

Drop object punishment game

Similar to the above, students have to pick up an object with the chopsticks. If they drop the object, the PAL Leader chooses what topic they talk about.



Toothpicks

Shapes challenge ice breaker

Student groups are provided with a list of shapes and number of toothpicks. They are given a set time to complete as many shapes as possible. The group that has completed the most shapes at the end is the winner.

Structural (with play doh)

Can be used on certain courses to demonstrate 2D structures, or 3D structures in conjunction with play doh.



String x2

Crime Scene Connection

Use with the board magnets to connect ideas together

Department Specific Activities

Could use to demonstrate certain topics/ideas.



We Also Have...

Slinky

Suitcase

Let us know if you can find a creative use for these in your sessions!

