### Rock, Paper, Scissors, Math!
With the traditional game, the last call-out is "math." With that call, students lay out one, two, three, or four fingers in the palm of their hand. The best of three wins.

### Up, Down, Stop, Go
This is a game of opposites. The teacher calls out one of the commands, but students must do the opposite. Students can either be knocked out of the game or get to keep playing if they make a mistake.

### Take a Lap
Students take a lap around the perimeter of the room in any way the teacher instructs. Students can march, tip toe, high knees, frog hop, etc.

### Would You Rather?
Give students two choices. Students show their response by moving to one side of the classroom or the other.

### Healthy Red Light, Green Light
The teacher calls out one of the three directions: red light, yellow light or green light. Red light means frozen, yellow is slow-motion and green is sprint in place.

### Clap it Out
Create a rhythm using snaps, claps, or stomps (e.g. two claps, snap, three claps, stamp, snap). The class repeats the rhythm. Select a student to create a new rhythm.

### 5-4-3-2-1
The teacher or leader does movements in descending order. Such as, 5 frog hops, 4 squats, 3 jumping jacks, 2 push-ups and 1 high five.

### Line Up!
Have students line up using a specific criteria, such as age (use day and month), height, alphabetical, hair length. Time them to make it more of a challenge!