

Sample Ideas

from Quick Guide to Preschool Classroom Time Fillers

Ideas using the Word

Before and After

1. Ask students to name any book that comes before one you name.
2. Ask students to name any book that comes after the one you name.
3. Ask student to give the book immediately before or after the one you named.

“Hangman” Book Name

Play a typical game of “hangman” using the names of the Bible books as answers.

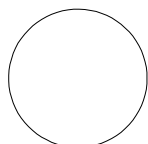
Old Testament / New Testament

1. Ask students to tell if a particular book is OT or NT.
2. Make list of 10-15 books, have students race to correctly label them OT/NT.

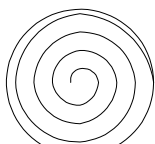
Ideas using the Hands

Cut Outs: Snakes

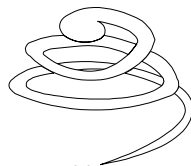
Cut out spiral snakes by cutting as directed.



Start with a circle of paper



Cut a spiral in toward the middle



Lift from the center “head”

Hit the Mark

Select a target, such as a plate on the floor, a bowl, a specific design in the carpet. Give students small item to toss at the target. See which ones can come closest to the target.

Ideas using Feet

Scavenger Walk

Make a list of about 10 things on the board—something red, something with a date, etc. Ask students to walk around the room and find something that fits each of the descriptions.

Measure of the Foot

Ask student to use their foot as a measuring tool to measure the length of several things. Then compare the answers from different students.

Ideas using Mind

Alphabet Circle – Bible Names

One by one, ask students to name someone from the Bible whose name starts with a particular letter. (A through Z)

Remembering the Past

Ask students to share a specific memory.

Ideas that Require Planning Ahead

Feather Race

(Need: feathers and straws)

Give each student a small feather and a straw. Blowing through the straw to make the feathers move, race the feathers from one end of a table to the other.

Relay Collections

(Need: 3-5 dozen small objects—stones, erasers, small plastic animals, etc.)

Scatter the items in a designated area. Divide the students into 3-4 teams. Run a standard relay to collect all the items.