



## Ready-To-Play Templates Simple, Interactive & Fun 'Back-To-School' Programs

Below are a sample series of 10, 25 and 45 minute sessions which are specifically designed to engage your students in the first weeks of returning to school.

They are all simple, universally appealing, require few if any props and – importantly - will help your students have fun and get to know one another better.

There are hundreds more activity ideas where these came from, all of which can be accessed on playmeo's activity database (just [login](#) to your playmeo account, and click the embedded links below to get started.)

More activities can be discovered at <https://www.playmeo.com/activities>

Don't have a playmeo subscription?

You're in luck – most of the activities referenced below are completely free. Or [sign-up today](#) to unlock access to all of playmeo's premium resources.

### Ten Minute Programs

*Play one or more of these 10 minute activities in the first weeks of your classes, to generate lots of energy, interaction & fun.*

[Crosstown Connections](#)

[Identity Crisis](#)

[Signature Bingo](#)

### Twenty-Five Minute Programs

*Integrate one or more of these 25 minute activity sequences into your established classes to invite lots of sharing and the opportunity to build trust and empathy.*

[Five Handshakes in Five Minutes](#)

[Partner Greetings](#)

[Stationary Handshake](#)

[Fill Me In](#)

[Vortex](#)

[ESP](#)

### Forty-Five Minute Programs

*Dedicate most or all of your class to one or both of these 45 minute activity sequences to invite many opportunities for your students to play, share, trust & learn.*

[Ice-Breaker Question Exchange](#)

[Categories](#)

[Clumps](#)

[Psychic Handshake](#)

[That Ain't Me Babe](#)

[Peek A Who](#)

[Name Roulette](#)

[Paired Shares](#)

[Turbo Name Game](#)

<https://www.playmeo.com> [hello@playmeo.com](mailto:hello@playmeo.com) +61 413 075 123