

36. Unscramble

Write a word on the board that has all its letters mixed up (e.g. "lrocsmaos" = "classroom"). Students have to unscramble the word and shout out the answer to win a point. This works well in a team game. Variation: use letter blocks / letter shapes instead of writing on the board - students then rearrange the letters/blocks to spell out the correct word.

