

MOMENTS OF JOY

1. Set up a back table with an experiment of the week, such as magnets, simple machines, silly putty and newspaper, lava lamp, static electricity lamp (turn it on, touch it and it looks like rays of lightning), heavy/light objects to float in water. When given a "break" any child may be sent to the table to try an experiment.
2. clacking teeth on your desk for a few seconds/wind up jumping toy
3. silly putty, clay, goo, moon sand, etc.
4. legos
5. magna-tiles
6. nerf dart toy
7. bean bag toss/make a basket
8. drawing
9. face with magnetic filings to create silly faces
10. stamp on your hand
11. pin wheel
12. confetti thrown on you
13. tell a joke or riddle
14. do a 1 minute show and tell
15. be 'first' for something
16. show the class a magic trick
17. tickle (you can buy those hand held massagers)
18. treat (peanut-free)
19. have a trophy on your desk for a period (remove it if inappropriate behavior occurs)
20. special job such as the announcer, or the person to call on others
21. view master
22. spin a wheel and each color or number gives you something different
23. silly string (not to everyone's liking, but works well, especially at the end of the day)
24. free time (read your own book, do a hand puzzle, such as rubik's cube, play a quick game with a friend who has completed his work, such as tic tac toe)
25. make a wish on a magic 8 ball
26. treasure hunt (hide a small object, such as toy dinosaur somewhere in the room and he has 1 minute to find it)
27. stream of bubbles
28. spinning in the air, or on a spinning chair
29. visual activation toys
30. enclosed hand basketball game (a big favorite)