

THE AMAZING JOURNEY OF

CUPPA

GAMES TO PLAY



Teacher Help

One person describes one of the characters in The Amazing Journey of CUPPA. The only rule is that you can't mention their name! Whoever guesses correctly wins a point – the first to 3 points wins.

GUESS THE CHARACTER

FRIENDS

Charlie Challenge

Ali Action

Pete Positivity

Resilience Roar

Paula Perception

Mr. Confident

Invisible Eye

ACE ometer

Are there any more characters who you came across on your journey which you could describe?

TEACHER

GUESS WHO I AM TALKING ABOUT? (PAIRS OR GROUP)



YOUR NAME: Resilient Ross

This person is kind and helpful. They might not get things right in class all the time, but they are willing to learn and take a chance to improve. They always try to do their best.

SIGNED: Ace Ashley

YOUR NAME:

.....
.....
.....
.....
.....
.....

SIGNED: Ace Ashley

Make 2 pieces of card

Teacher Help

Write your name at the top of just **ONE** card. Ask your friend to write **THEIR** name at the top of the other card. Then, write a compliment about the other person (not mentioning appearance) and then sign it at the bottom. Your friend does the same. You can even join some of your friends to play a game of Guess Who I Am Talking About by taking it in turns to read your card and let others guess who you are talking about. (It might be good to use qualities and achievements).

BINGO

Teacher Help

Use any of the nine words below and put each word in a bingo square. Somebody acts as Bingo Caller by shouting out the word or words. The winner is the first to get all three words in a line, then the second winner is the one who gets all the squares completed.

Be Positive • Challenge Yourself • Be Unique • Take Action
Learn at all Costs • Battery Charger • Qualities • Achievements
Seeing All Sides • Ace • Resilience Roar • Be Your Best • Practise



Make the following 22 cards by writing the words on pieces of card.

Negative
Challenge
Unique
Real Truth
Action
Take A Risk To Learn
Challenge Yourself
Battery Charger
Q & A Shield
Being Unique
Resilience Roar

Positive
Scared
Copy
False Situation
Can't Be Bothered
Too Scared to Make a Mistake
Stay The Same
Flat Battery
Not Believing in Yourself
Comparing To Others
Whimper Squeak



Teacher Help

Place all the cards face down and take turns to reveal an opposite pair of cards ie each person turns two cards over at a time, and if they are opposites, then they keep the cards. The winner is the person with the most kept cards.