



IN THE CLASSROOM













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The "Stand Up & Go!" Exit Game

Use this high-energy routine to review classroom vocabulary, polite requests, and pronouns right before the class ends.

- How it works:
 1. All students start the game **sitting down** at their desks.
 2. The teacher reads one of the prompts below.
 3. Students raise their hands to answer. The student called on must answer using a complete, grammatically correct sentence.
 4. If the answer is correct, that student **stands up**. They must remain standing!
 5. Once *every single student* is standing up, the whole class wins and is officially dismissed to leave the room!

Classroom Prompts to Use:

-  **The Copycat Challenge (Physical Action):**
(Teacher does a physical action, like pretending to sharpen a pencil or opening a book)
 **Teacher asks:** "Look at me! What can I do?"
 **Student response:** "You can sharpen a pencil!" or "You can open a book!"
-  **The Secret Object (Visual Memory):**
 **Teacher asks:** "I am thinking of something round on the wall that tells us the time. What is it?"
 **Student response:** "It is a clock!"
-  **Borrowing Supplies (Polite Requests):**
 **Teacher asks:** "You need a piece of paper from me. Ask me politely!"
 **Student response:** "Can I have a piece of paper, please?" or "Can you give me some paper, please?"
-  **The Grammar Trap (Pronouns & Possessives):**
 **Teacher asks:** "Listen carefully: 'The boy is sitting at his desk. _____ is writing a book.' What is the missing word?"
 **Student response:** "He!"