



THE SCHOOL OF PLAY PRESENTS

THE HUNTER'S PACK

Backstage Pass Hunt

YOUR REWARD FOR FINISHING THE HUNT

Five of my all-time favourite games, a free pass to everything ClassBreak, and your Founding Hunter certificate.

— Dale, *The School of Play*

**FOUNDING
HUNTER**

WELCOME, HUNTER

You found it. Most people never do — which makes you exactly the kind of playful, curious educator this whole thing was built for.

Inside this pack are five of my personal favourite games: no equipment, no prep, just pull one out and watch the room change. Try one tomorrow.

And because you finished the hunt, the best bit is on the house — a free pass to the whole ClassBreak world.

YOUR FREE CLASSBREAK PASS

1,000+ games · Class Play · Circuit Play · Studio · courses

CLAIM YOUR FREE PASS ->

<https://classbreak.app/offer>

Turn the page — the games are waiting.

21 Reasons to Smile

Ages 3–18

5 min

High energy

Any group

WHY I LOVE IT

My go-to opener. You literally cannot stay grumpy while playing it — it flips the energy of any room in about sixty seconds.

HOW TO PLAY

- 1 The group counts to 21 together — but each number is a different silly action, sound or celebration.
- 2 Go fast, get it wrong, laugh, start again. The mistakes are the best part.
- 3 Finish on 21 with the biggest celebration you can muster.

SEE IT PLAYED



Scan with your phone to watch the video

Loved this? There are 1,000+ more where it came from.

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Ninja Warrior

Ages 7–18

10 min

High energy

Small groups

WHY I LOVE IT

The one my own kids beg for. Pure focus and giggles, zero equipment, and it works just as well in a staff meeting as it does in Year 2.

HOW TO PLAY

- 1 Players stand in a circle, strike a ninja pose, and freeze.
- 2 Taking turns, each ninja makes ONE swift move to try to tag a neighbour's hand.
- 3 Dodge and you stay in; get tagged and that hand is out. Last ninja standing wins.

SEE IT PLAYED



Scan with your phone to watch the video

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Evolution

Ages 3–18

10 min

Medium energy

Any group

WHY I LOVE IT

Rock-paper-scissors with a glow-up. Everyone starts as an egg and the whole room ends up laughing at each other — connection disguised as chaos.

HOW TO PLAY

- 1 Everyone begins as an egg (wobble and make an egg noise).
- 2 Find another egg, play rock-paper-scissors. Winners evolve: egg to chicken to dinosaur to superhero.
- 3 You can only challenge someone at your own stage — so the room is full of dinosaurs hunting dinosaurs.

SEE IT PLAYED



Scan with your phone to watch the video

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Human Knot

Ages 7–18

20 min

Medium energy

Groups of 6–10

WHY I LOVE IT

The fastest way I know to turn thirty individuals into one team. Watch them problem-solve, laugh, and forget they were ever strangers.

HOW TO PLAY

- 1 Stand shoulder to shoulder in a circle, reach both hands into the middle and grab two different hands (not the person beside you).
- 2 Without letting go, the group untangles itself back into a circle.
- 3 Talk, twist, duck and climb through — the knot always comes undone in the end.

SEE IT PLAYED



Scan with your phone to watch the video

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Bunny Sniffs Breathing

Ages 3–18

5 min

Calm energy

Any group

WHY I LOVE IT

My secret weapon for the after-lunch chaos. Sixty seconds of bunny sniffs and the room is calm, settled and ready to learn again.

HOW TO PLAY

- 1 Become bunnies: take three quick little sniffs in through the nose...
- 2 ...then one long, slow breath out through the mouth.
- 3 Repeat five times, getting slower each round. Wiggle your nose. Notice how the room softens.

SEE IT PLAYED



Scan with your phone to watch the video

Loved this? There are 1,000+ more where it came from.

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CERTIFICATE OF COMPLETION

FOUNDING HUNTER

This certifies that

(write your name here)

completed the very first Backstage Pass Hunt —
a playful quest hidden inside The School of Play.
You were here at the beginning. That never changes.

FIRST-EVER BACKSTAGE PASS HUNT

Dale Sidebottom · Founder, The School of Play

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