One a Day: the 20-day challenge

One new activity every school day. Use your normal topic: the activity is the change.

classpuzz.com/challenge

Full steps and maths examples for every activity

	Mon · Think	Tue · Talk	Wed · Move	Thu · Stretch	Fri · Check
Week 1 Quick wins	1 Think 5–10 min **Estimate first** Before anyone calculates, everyone writes an estimate and one reason. Compare at the end.	2 Talk 5–10 min **Think, pair, share** 30 seconds silent thinking, 1 minute with a partner, then pick pairs at random to share.	3 Move 5–10 min **Four corners** Label the corners A to D. Students stand at their answer and try to convince the others.	4 Stretch 15–20 min **Write your own question** Give an answer. Students write a question that gives it, then swap and solve.	5 Check 2–5 min **Show-me boards** Everyone writes an answer, then 3, 2, 1, show. Scan the room and reteach on the spot.
Week 2 Pairs and routines	6 Think 5–10 min **Odd one out** Show four items. Which is the odd one out? Any choice counts if the reason is good.	7 Talk 10–20 min **One pen, two brains** One pen per pair. One writes, one explains, and they swap at every step.	8 Move 10–15 min **Quiz, quiz, trade** Each student has a question card. Quiz a partner, swap cards, find someone new.	9 Stretch One lesson **Bronze, Silver, Gold** Three levels of questions. Students choose where to start and climb when they succeed.	10 Check 1–10 min **Card-flip check-in** Students flip their card when a question is done. On 1, 2, 3 they lift it for yes or no.
Week 3 Puzzles and groups	11 Think 15–25 min **Always, sometimes, never** Is the statement always, sometimes or never true? Prove it with examples.	12 Talk 15–30 min **Card sorts and Tarsia puzzles** Groups match or sort cards, and must give a reason for every match.	13 Move 15–25 min **Maths relay** Teams solve a chain of questions. Each answer is needed for the next one.	14 Stretch 40–60 min **Code-breaker challenge** Correct answers unlock a code. The first team to open the lock wins.	15 Check 10–20 min **Error detectives** Show a worked solution with one mistake. Find it, explain it, fix it.
Week 4 Bigger tasks	16 Think 20–40 min **Vertical whiteboards** Groups of three solve at wall boards with one marker. Swap the writer often.	17 Talk 40–60 min **Jigsaw expert groups** Each student becomes the expert on one part, then teaches it to their home group.	18 Move 20–30 min **Gallery walk** Groups post their work, rotate around the room and leave ? and ! notes.	19 Stretch 50–90 min **Real-data modelling** Groups fit a function to real data, test it and judge how well it fits.	20 Check 10–15 min **Two stars and a wish** Partners mark work with the mark scheme: two strengths and one target.

Spare school days? Repeat your favourites. Most activities work better the second and third time.

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My 30-second tracker

After each lesson, circle one option in each column and jot down who was left out.

Name: _____

Started on: _____

Activity	More students thinking or talking than usual?	Who was left out?	Next time?

Week 1 · Quick wins

1	Estimate first	Yes / Some / No		Keep / Tweak / Drop
2	Think, pair, share	Yes / Some / No		Keep / Tweak / Drop
3	Four corners	Yes / Some / No		Keep / Tweak / Drop
4	Write your own question	Yes / Some / No		Keep / Tweak / Drop
5	Show-me boards	Yes / Some / No		Keep / Tweak / Drop

My keeper this week: _____ Repeated it on: _____ and _____

Week 2 · Pairs and routines

6	Odd one out	Yes / Some / No		Keep / Tweak / Drop
7	One pen, two brains	Yes / Some / No		Keep / Tweak / Drop
8	Quiz, quiz, trade	Yes / Some / No		Keep / Tweak / Drop
9	Bronze, Silver, Gold	Yes / Some / No		Keep / Tweak / Drop
10	Card-flip check-in	Yes / Some / No		Keep / Tweak / Drop

My keeper this week: _____ Repeated it on: _____ and _____

Week 3 · Puzzles and groups

11	Always, sometimes, never	Yes / Some / No		Keep / Tweak / Drop
12	Card sorts and Tarsia puzzles	Yes / Some / No		Keep / Tweak / Drop
13	Maths relay	Yes / Some / No		Keep / Tweak / Drop
14	Code-breaker challenge	Yes / Some / No		Keep / Tweak / Drop
15	Error detectives	Yes / Some / No		Keep / Tweak / Drop

My keeper this week: _____ Repeated it on: _____ and _____

Week 4 · Bigger tasks

16	Vertical whiteboards	Yes / Some / No		Keep / Tweak / Drop
17	Jigsaw expert groups	Yes / Some / No		Keep / Tweak / Drop
18	Gallery walk	Yes / Some / No		Keep / Tweak / Drop
19	Real-data modelling	Yes / Some / No		Keep / Tweak / Drop
20	Two stars and a wish	Yes / Some / No		Keep / Tweak / Drop

My keeper this week: _____ Repeated it on: _____ and _____

At the end of the month: which 3 activities will you keep using?
1. _____ 2. _____ 3. _____

Share one keeper with a colleague or at your next department meeting, and one thing that went wrong.

Left out the same student more than once?
That is your next focus. Try a role, a pair or a Show-me board for them.