

25 ways to use a random name picker in the classroom

Paste your class list once, turn on "Remove winner" so everyone gets a turn, and press F for full-screen on the projector.

Fair participation

- 1 Cold calling without the "why me?"** Ask the question first, give 10 seconds of thinking time, then spin. Everyone has to prepare an answer because anyone might be picked.
- 2 Everyone gets a turn.** With Remove winner on, each name leaves the wheel once picked. Over a week, every student answers before anyone answers twice.
- 3 Think, pair, spin.** Students discuss in pairs, then the wheel picks who reports for their pair. Shy students can share their partner's idea.
- 4 Phone a friend.** If the picked student is stuck, they spin again to choose a helper, then answer together.
- 5 Exit-ticket spotlight.** At the end of the lesson, spin to choose three students to read their exit ticket aloud.

Order and routines

- 6 Presentation order.** Spin until the wheel is empty. The Results list records the full order, so you can copy it into your plan.
- 7 Line leader and helpers.** Make a wheel of jobs (line leader, door holder, board cleaner, plant waterer) and spin a name for each.
- 8 Who goes first in a game.** Settle "me first!" arguments with one spin.
- 9 Reading aloud.** Spin for the next reader each paragraph so everyone follows along.
- 10 Seating plan reshuffle.** Use Shuffle to randomise the whole list, then seat students in that order.

Groups and teams

- 11 Instant groups.** Paste the class into the Random Team Generator and choose how many teams. It deals students out evenly.
- 12 Partner picker.** Spin twice in a row for each pair, with Remove winner on.
- 13 Group roles.** Inside each group, spin roles: reporter, scribe, timekeeper, materials manager.
- 14 Captains.** Spin captains, then let the Random Team Generator fill the teams so nobody is picked last.

Review games

- 15 Quiz show.** Spin a student, then spin a question number from the Number Generator.
- 16 Topic wheel.** Put review topics on a second wheel ("fractions", "decimals", "word problems") and spin both a student and a topic.
- 17 Points wheel.** A wheel of point values (10, 20, 50, double, lose a turn) adds suspense to team review games.
- 18 Vocabulary spin.** Spin a student and a letter with the Random Letter Generator: they name a key word starting with it.
- 19 Mystery question.** Use the Mystery Wheel so the class doesn't see which question is next.

Brain breaks and rewards

- 20 Brain-break wheel.** Entries like "10 jumping jacks", "stretch", "tell a joke", "30-second dance". Spin when energy drops.
- 21 Reward wheel.** Small classroom rewards: choose the music, sit anywhere, five minutes of free reading, first in line.
- 22 Random act of kindness.** Spin a name each morning; that student gets a kind note from a classmate.
- 23 Yes or no decisions.** Let the Yes or No Wheel decide low-stakes questions, like "Do we take the lesson outside?".

Beyond the lesson

- 24 Fair prize draws.** Class raffles and end-of-term prizes: use the Raffle Wheel so the draw happens in front of everyone.
- 25 Parent evenings and staff meetings.** Spin the order for open-house slots or who presents first in a department meeting.