

ABC

Description: You come upon an injured person in the forest and their one wish is for you to sing their favorite song which is the ABCs.

Effect: The person selected gets 400XP

Alphabet Soup

Description: We see it once in a year, twice in a week, and never in a day, the letter E.

Effect: The teacher picks one letter and the person chosen must come up with six words that begin with that letter within 30 seconds. Reward is 300XP

Filling Buckets

Description: Your bucket needs filling after a tough day.

Effect: One random person is chosen. The person selected will get 200XP and their bucket filled by three people. The bucket fillers will get 100XP for filling the bucket of the chosen person.

Friend or Foe

Description: Your team is lost traveling through the forest. You meet a stranger who shows you which path to take do you trust him?

Effect: One random team will decide if the stranger is a friend or foe, if you chose correctly you will be reward with 300XP. (I usually flip a coin, heads = friend, tails = foe).

Gift of the Gamemaster

Description: Today is your lucky day!

Effect: One random person is selected and receives 1000XP!

Nose Goes

Description: Nobody nose fun like Classcraft nose fun.

Effect: Once Random player per team is chosen and must touch their nose when the Gamemaster says Nose Goes. Don't be the last one or you will not be rewarded 100XP.

Stand and Deliver

Description: Wait for itttt

Effect: The teacher picks an action (like sitting down). For the rest of the class each time the teacher does that action the first person to stand up will get 100XP.

Tebahpla

Description: ?backwards alphabet the say you can

Effect: One random person is selected to say the alphabet backwards in 30 secs. If the person succeeds they will get 300XP.

The Sound of Music

Description: The Banshee sings a song and asks you to identify it.

Effect: One random person is chosen and must identify a song that is played for them and must identify either the song or the singer. The reward is 300XP.

Young Jokers

Description: It's because it's not funny that it's funny.

Effect: Each team must tell a dad joke to the class. The team that tells the best dad joke will get 300XP.