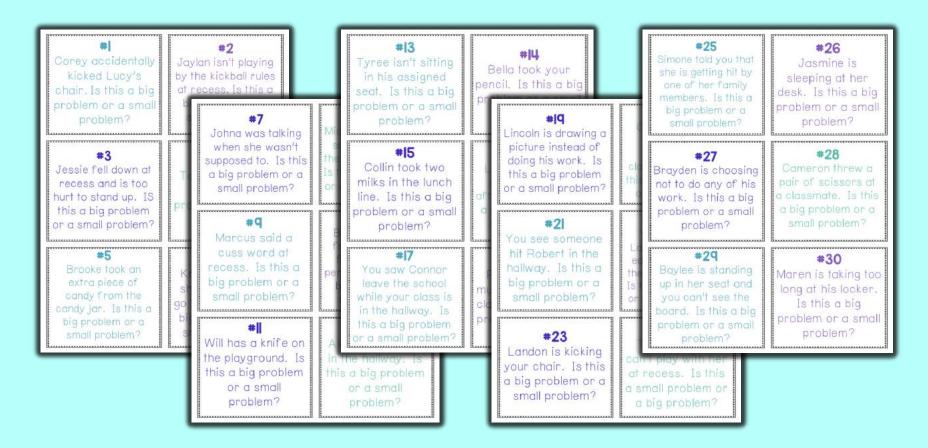
Why Should I Use Scoot Games?

- Scoot games allow students to get up and moving while they learn!
- Use the answer key to quickly gage student knowledge before or after they learn about the topic.
- Students will look at different scenarios, and see how the topic presents itself in various ways.

How Do I Use Scoot Games?

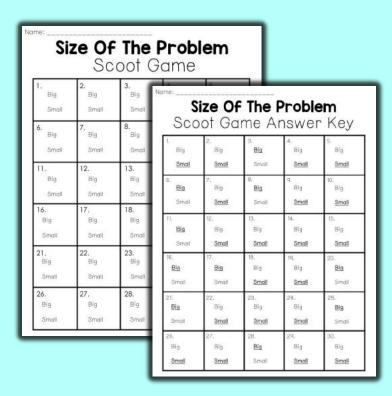
- Cut out each of the 30 question cards, and post them throughout the room.
- Each student will receive a grid, and travel from spot to spot answering the question at their spot and recording it in the corresponding block.
- After about 30 seconds, the teacher will yell "SCOOT!" which means that the kids move on to the next spot.
- This game is intended to be fast-paced to keep kids moving and interested!
- After the kids finish each station, you can review the answers as a large group, or they can turn in their papers so that you can get a better idea of their understanding!

Includes 30 task cards!



Students will travel throughout the room looking at the scenarios and deciding whether they are examples of a big problem or a small problem.

Includes answer grid, answer key and poster!



Students will record their answers in the answer grid as they work through the task cards!



Poster can be used during activity or displayed in your classroom or office!

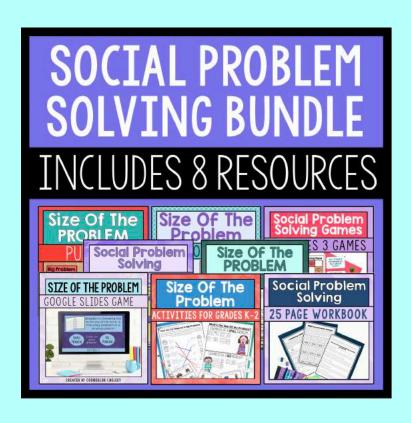
What Others Are Saying About This Resource...

"This was fun for my students -- they loved being up and moving around. Definitely engaging!" —Cheryl P.

"Brilliant resource and all of my students were incredibly engaged!"

"Love this game.....very helpful in helping older kids (4th graders) learn when they need to ask for help and when they can use their skills to solve a problem." —Jacqueline D.

TEACHING ABOUT PROBLEM SOLVING? BUNDLE & SAVE!



This resource is included in a set of other social problem solving activities. The 8 resources will help K-5 students learn about:

- Size of the problem
- Problem solving strategies
- Solving the problem instead of reacting to it

SEE THE BUNDLE HERE