

Why Should I Use Scoot Games?

- Scoot games allow students to get up and moving while they learn!
- Use the answer key to quickly gauge 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!

#1 Mila cleaned up trash on the classroom floor that wasn't hers. Is this good citizenship?	#2 Christopher cheated during a basketball game. Is this good citizenship?	#13 Ainsley raised her hand before she asked a question. Is this good citizenship?	#14 Clay is late to school every day. Is this good citizenship?	#25 Aaron took something from the store without paying for it. Is this good citizenship?	#26 Emma helped her teacher hang posters in the classroom. Is this good citizenship?
#3 There was a new student in Mason's class and Mason called her a mean name. Is this good citizenship?	#4 Nyla didn't want to let anyone else in the classroom have a turn on the computer. Is this good citizenship?	#8 Tyson did his chores without being reminded. Is this good citizenship?	#16 Teegan turns off the lights when she is not in the room. Is this good citizenship?	#20 Theo spilled his juice at lunch and didn't clean it up. Is this good citizenship?	#28 Leah smiles and says "hello" to the secretary every morning. Is this good citizenship?
#5 Elli always returns her library books on time. Is this good citizenship?	#6 Noah made brownies for his neighbor. Is this good citizenship?	#10 Lorelai cheated on her spelling test. Is this good citizenship?	#18 Joshua borrowed a pencil from a friend and broke it on purpose. Is this good citizenship?	#22 Rosa wouldn't get off the swings when recess was over. Is this good citizenship?	#30 Brock was playing baseball in the house, even though he knew it wasn't allowed. Is this good citizenship?
#11 Jayden found a dollar on the floor and gave it to an adult. Is this good citizenship?	#12 Kayden said a mean comment when his friend was giving a presentation. Is this good citizenship?	#23 Grace put her empty bottle in the recycling bin. Is this good citizenship?	#24 Isaiah held the door open for his teacher. Is this good citizenship?		

Students will travel throughout the room looking at the scenarios and deciding whether or not they are examples of good citizenship!

Includes answer grid, answer key and poster!

Name: _____

Good Citizenship Scoot Game

1. Yes No	2. Yes No	3. Yes No
6. Yes No	7. Yes No	8. Yes No
11. Yes No	12. Yes No	13. Yes No
16. Yes No	17. Yes No	18. Yes No
21. Yes No	22. Yes No	23. Yes No
26. Yes No	27. Yes No	28. Yes No

Name: _____

Good Citizenship Scoot Game Answer Key

1. <u>Yes</u> No	2. Yes <u>No</u>	3. Yes <u>No</u>	4. Yes <u>No</u>	5. <u>Yes</u> No
6. <u>Yes</u> No	7. Yes <u>No</u>	8. <u>Yes</u> No	9. <u>Yes</u> No	10. Yes <u>No</u>
11. <u>Yes</u> No	12. Yes <u>No</u>	13. <u>Yes</u> No	14. Yes <u>No</u>	15. Yes <u>No</u>
16. <u>Yes</u> No	17. <u>Yes</u> No	18. Yes <u>No</u>	19. Yes <u>No</u>	20. Yes <u>No</u>
21. <u>Yes</u> No	22. Yes <u>No</u>	23. <u>Yes</u> No	24. <u>Yes</u> No	25. Yes <u>No</u>
26. <u>Yes</u> No	27. <u>Yes</u> No	28. <u>Yes</u> No	29. Yes <u>No</u>	30. Yes <u>No</u>

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!