

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!



Students will travel throughout the room looking at the scenarios and deciding whether the examples are in their control or out of their control.

Includes answer grid, answer key and poster!

Name: _____

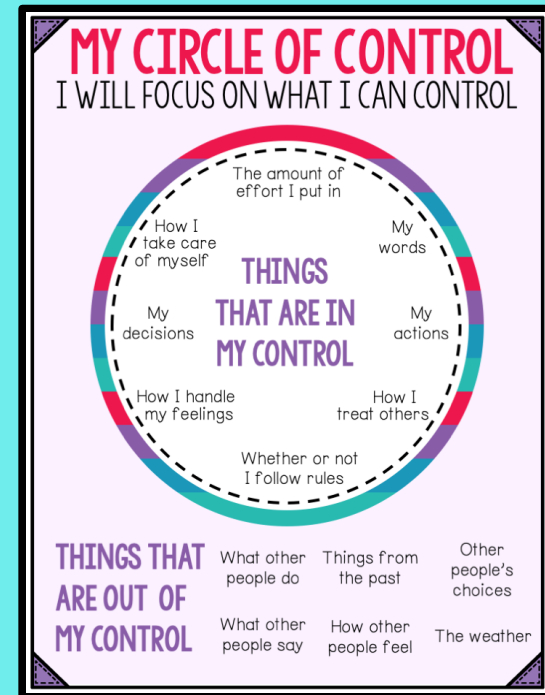
Circle Of Control Scoot Game Answer Grid

1. In my control Out of my control	2. In my control Out of my control	3. In my control Out of my control	4. In my control Out of my control	5. In my control Out of my control
6. In my control Out of my control	7. In my control Out of my control	8. In my control Out of my control	9. In my control Out of my control	10. In my control Out of my control
11. In my control Out of my control	12. In my control Out of my control	13. In my control Out of my control	14. In my control Out of my control	15. In my control Out of my control
16. In my control Out of my control	17. In my control Out of my control	18. In my control Out of my control	19. In my control Out of my control	20. In my control Out of my control
21. In my control Out of my control	22. In my control Out of my control	23. In my control Out of my control	24. In my control Out of my control	25. In my control Out of my control
26. In my control Out of my control	27. In my control Out of my control	28. In my control Out of my control	29. In my control Out of my control	30. In my control Out of my control

Name: _____

Circle Of Control Scoot Game Answer Key

1. <u>In my control</u> Out of my control	2. In my control <u>Out of my control</u>	3. In my control Out of my control	4. In my control Out of my control	5. <u>In my control</u> Out of my control
6. <u>In my control</u> Out of my control	7. In my control <u>Out of my control</u>	8. In my control Out of my control	9. <u>In my control</u> Out of my control	10. <u>In my control</u> Out of my control
11. In my control Out of my control	12. <u>In my control</u> Out of my control	13. In my control Out of my control	14. In my control Out of my control	15. <u>In my control</u> Out of my control
16. <u>In my control</u> Out of my control	17. <u>In my control</u> Out of my control	18. In my control Out of my control	19. <u>In my control</u> Out of my control	20. <u>In my control</u> Out of my control
21. In my control Out of my control	22. <u>In my control</u> Out of my control	23. In my control Out of my control	24. In my control Out of my control	25. In my control Out of my control
26. <u>In my control</u> Out of my control	27. In my control <u>Out of my control</u>	28. In my control Out of my control	29. <u>In my control</u> Out of my control	30. <u>In my control</u> Out of my control



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!