

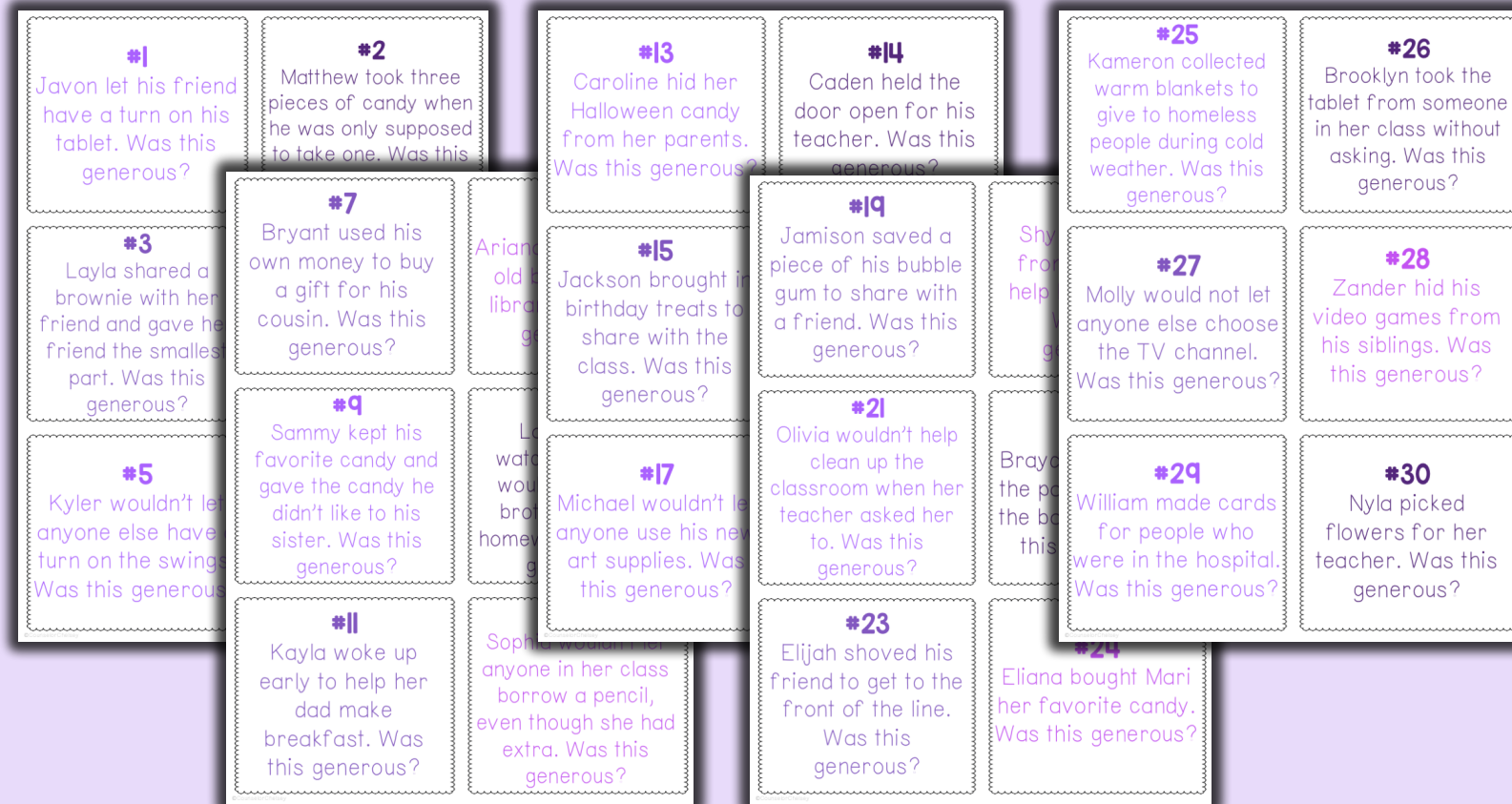
Why Should I Use Scoot Games?

- 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 or not they are examples of generosity!

Includes answer grid, answer key and poster!

Name: _____

Generosity 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: _____

Generosity Scoot Game Answer Key

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

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

GENEROSITY

GENEROSITY IS BEING **WILLING TO GIVE AND SHARE** WHAT YOU HAVE. YOU CAN BE GENEROUS WITH YOUR **TIME, TALENTS, OR THINGS.**



EXAMPLES OF GENEROSITY:

- Sharing your games or toys.
- Giving someone a gift.
- Spending time helping someone.
- Letting someone borrow your things.
- Making something for someone.
- Letting other people have a turn.

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