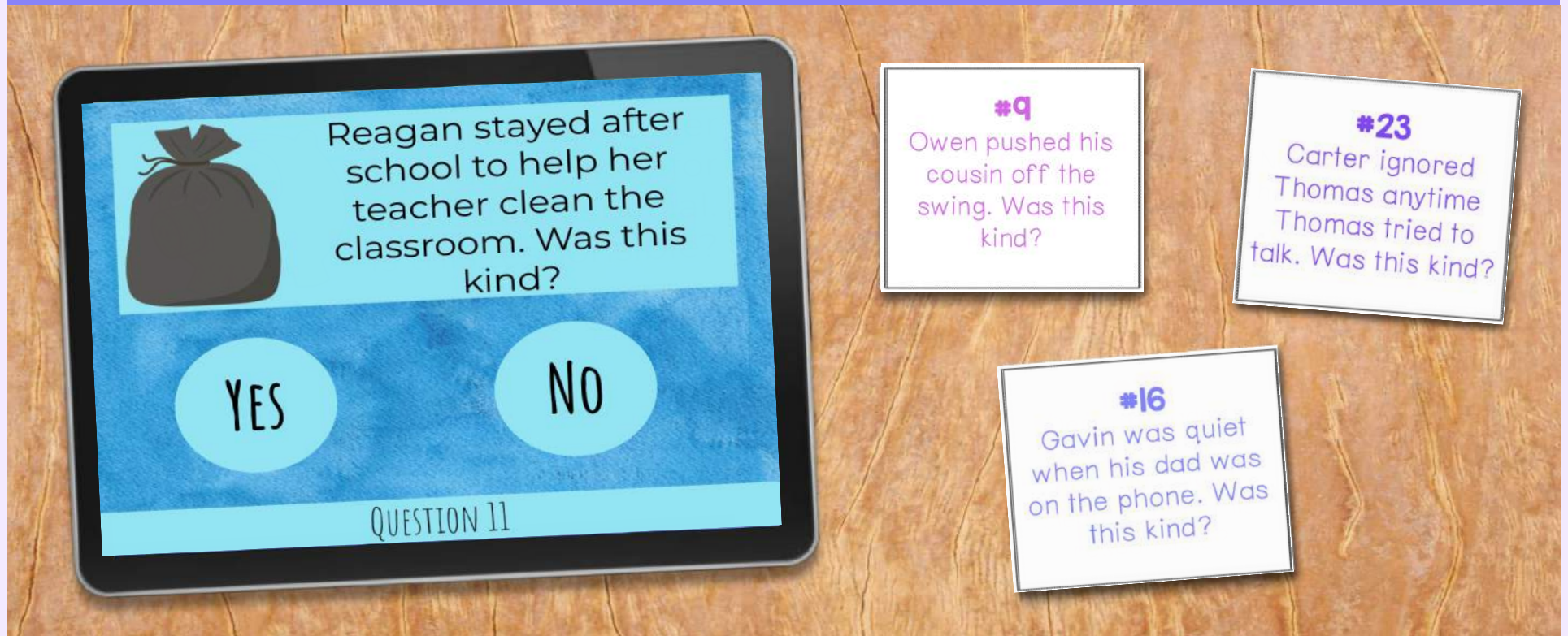


THIS RESOURCE INCLUDES A GAME TO TEACH ABOUT KINDNESS IN BOTH A PRINTABLE AND GOOGLE SLIDES FORMAT!



Students will look at the 30 scenarios and determine whether or not they are examples of kindness. The questions on the Google Slides version are editable. Please note that the questions are the same for both versions.

THE PRINTABLE VERSION OF THIS GAME IS A SCOOT GAME, WHICH ALLOWS STUDENTS TO TRAVEL AROUND THE ROOM AS THEY LOOK AT EACH SCENARIO.

Name: _____

Kindness Scoot Game

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

#12
Brooklyn laughed at her friend for getting an answer wrong. Was this kind?

#2
Genevieve laughed when Bryan tripped in the hallway. Was this kind?

#28
Devon donated warm blankets to homeless people in the winter. Was this kind?

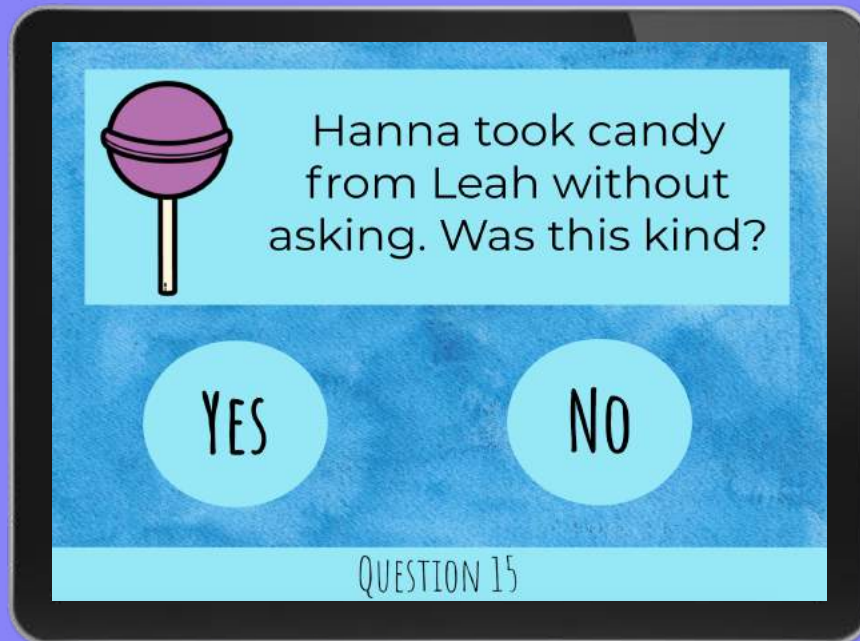
It includes:

- 30 task cards
- An answer grid
- An answer key
- A poster/visual aid

It's great for:

- Getting kids up and moving
- In person small group or classroom lessons

THE GOOGLE SLIDES VERSION OF THIS RESOURCE WALKS STUDENTS THROUGH THE 30 QUESTIONS AS THEY CLICK ON THEIR ANSWERS.



When they click on their answer, they will find out whether or not they chose correctly. Then, the correct answer will be revealed with an explanation.

This is perfect for distance learning, or as a way to integrate technology into your small group or classroom lessons.