



Scoot!

It's fun!



Students will begin the game at their desks with whatever numbered Scoot card is on the desk. All students should move in the same direction from one desk to another or in groups of desks. Try to keep the cards in numerical order so the students don't write answers on the wrong number blanks. A practice round of moving from place to place and practicing the signal to move is recommended. Make sure they know if they don't answer the question in time it's okay, but they need to move on anyway. Of course, try to give them enough time.

Print and give each student a copy of the Scoot Answer Sheet. They will use that to fill in their answers. The PDF file has two different versions of the answer sheet. One is all blank. The other has hints for kids to fill in. You can use either of these answer sheets.



Cut the cards and place one card on each desk or at various places around the room.

Students can start at any one card. They will fill in the answer sheet with their answer and then will need to wait for the teacher to say "Scoot." Make sure they write the answer on the correct numbered blank on the answer sheet.



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Time each round. Select a time limit (30 seconds to 2 minutes) depending on the difficulty of the questions, and keep it the same during the round. At the end of the time you should say, "Scoot" or "Ready or not, Scoot!"

Make sure kids know to move to the next numbered card.

Discuss their answers after the game or at another convenient, relevant time.

