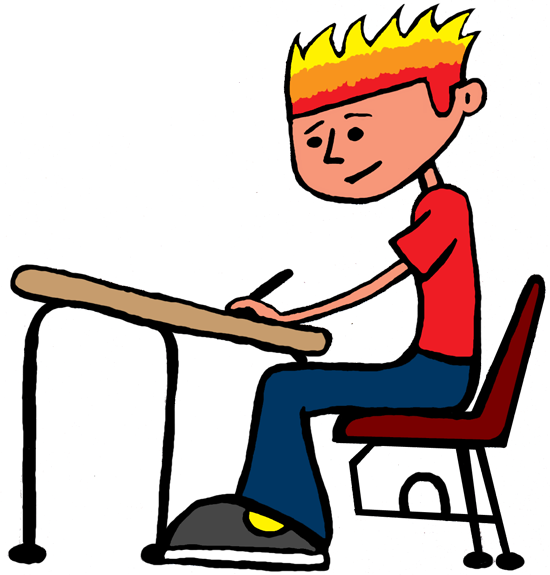
Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_

SCOOT!

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Instructions

* This game can be used with any topic.
* Write questions on index cards or sticky notes, or use flashcards, and then place one at each desk. Each student gets a copy of the grid. Number each desk. I use sticky notes and write the desk number and a question on the note.
* Students move from desk to desk, reading the question or problem you put there and answering it on their grid. If they are at the #1 desk, they answer in the #1 box.
* When you say “SCOOT,” they move to the next desk. So, if a student is starting at the #12 desk, he or she will move to #13 desk, and so on.
* **Very important:** Practice moving from desk to desk before doing the actual game. Do this a couple of times. Say “SCOOT!” and have students move to the next number. You may go as fast as you would like. It is supposed to move quickly, but you can set your own pace.
* When you’ve concluded the game, review the answers with the class. Be sure you fill in your own answer grid so you will know the answers.