



Virtual Game – Scattergories

Description

Description

Help your students practice decision-making during this fast-paced game of virtual Scattergories. Students must use critical thinking and spelling skills to win this challenging game!

Supplies

- No supplies needed

How to Play

1. This activity works best on a virtual platform like Zoom where participants can see each other and where the leader can share their screen.
2. The start of each round will have a different category announced.
3. After announcing the category, roll the [Scattergories dice](#) on the screen for all students to see.
4. Instruct students to either write down on paper or in a document on their computer/laptop all words that start with that letter and fit the designated category.
5. At the end of one minute, have all students put down their pencils/stop typing.
6. Choose one student to start and an order for students to go in, with the first student reading one word on their list aloud.
7. Explain that any word that a student reads aloud that another student has, they both must scratch it off their list.
8. If a student has a word that no one else has then they get a point for that word.
9. Continue allowing all the other students to share one word that is left on their list, scratching out any duplicates as they go.
10. Remind students that you are trusting them to be honest about their words and to keep their own score.
11. More rounds can be played, starting with announcing a category and rolling the die.

12. Scattergories examples:

- Places
- Animals
- Things you'd find at the beach
- Food
- Activities to do outside
- Things you'd find in a school
- Art supplies
- What you'd pack on a picnic
- Famous people

Activity Prompts for Reflection

- Is anyone proud of something they did during the activity that they would like to share?
- Name some other choices that you could have made during this activity.
- Did anyone change a choice during the activity after thinking through some potential consequences?

Other Ways to Play

- Go around and have students take turns calling out one word at a time. If a student is able to name a word they remain playing. If they aren't, they turn their video off and wait for the next round. Continue the round until only one student remains.
- Give students a target number of words and the first student to reach that number wins a point.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Responsible Decision-Making

Sel-competency

1. Responsible Decision-Making

Allotted-time

1. 15 minutes

Themes

1. No Supplies Needed