



Squeak Piggy, Squeak

Description

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Students practice their focus while participating in an interactive guessing game.

Supplies

- Blindfold

How to Play

1. Tell the students that today we will pretend to be on a farm.
2. Choose one student to be the farmer and put the blindfold on.
3. The other players are the 'pigs' who wander around the farm.
4. When the farmer touches a pig, they have to stand still and the farmer says "squeak piggy, squeak".
5. The pig that was touched has to say "Squeak, squeak, squeak!" and the farmer has to guess who it is.
6. The farmer must listen carefully and know the other students to be able to guess correctly.
7. If the farmer is right, the pig becomes the farmer. If not, the farmer has to release the pig and play again until they catch and correctly identify a pig.

Activity Prompts for Reflection

- How easy was it for you to know who the pig was?
- Were there any distractions or challenges during this activity?
- What was frustrating when you guessed incorrectly?
- What would help you be able to guess the pigs correctly?

Other Ways to Play

- Make this relatable for your students by choosing an animal that they all like.
- To make this more challenging for the pigs, make the boundaries of the 'farm' smaller.
- To make this easier for the farmer, give all pigs 10 seconds to go to a spot in the room, and then they aren't allowed to move again unless they squeak as they move.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.
- This activity is ideally suited for an enclosed space with not many obstacles so the farmer can move around blindfolded without worry.

Category

1. Activities
2. Self-Management

Sel-competency

1. Self-Management

Allotted-time

1. 10-15 minutes

Themes

1. General