

Squeak Piggy, Squeak

Description

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

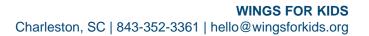
Supplies

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 sand 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 <u>SEL Activity Prompts</u> 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

WINGS

- 1. Activities
- 2. Self-Management

Sel-competency

1. Self-Management

Allotted-time

1. 10-15 minutes

Themes

1. General