



Four Corners

#### **Description**

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Students participate in an exciting game of chance.

## **Supplies**

No supplies needed

### **How to Play**

- 1. Number each corner of the room 1-4 and tell students which corner is which.
- 2. Choose one student to be 'it' and have them stand at the front and turn their back to the group.
- 3. In each round, students have ten seconds to move from corner to corner.
- 4. Once the time is up all students must be in a corner
- 5. The 'it' student calls out a corner number.
- 6. Any students in that corner now have to come to the middle of the room.
- 7. Rounds continue until there is only one student remaining in a corner.
- 8. That student is the 'it' person for the next round.
- 9. This continues until time is up.

# **Activity Prompts for Reflection**

- How did you feel before the activity began?
- How did you feel when the corner you were in was called?
- What are some emotions you felt during the activity?
- How did it feel to be the 'it' person?



## Other Ways to Play

- Instead of having the 'it' student with their back to the room, have them blindfolded.
- Announce different ways for students to move from corner to corner. Example: tip toe, frog leap, bear crawl, crab walk, etc.
- To make this activity more challenging, only allow five seconds for students to move around and choose a corner.

## **Additional Notes**

- Label each corner's number with paper, so that no students forget which corner is which.
- Use the SEL Activity Prompts to tie other SEL competencies to this activity.

#### Category

- 1. Activities
- 2. Self-Awareness

#### **Sel-competency**

Self-Awareness

#### Allotted-time

1. 10-15 minutes

#### **Themes**

1. Emotions