

Go For Ten

WINGS

Description

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Students practice controlling themselves while working together as a group.

Supplies

• No supplies needed

How to Play

- 1. Have students sit in a circle.
- 2. Explain they are trying to count to 10 as a group.
- 3. Tell the group that this will be trickier than it sounds because there are several rules:
- No one can talk unless they're saying a number out loud
- Students cannot tell each other what number to call out
- Students cannot point to each other or signal to let others others know when to go
- Students sitting next to each other cannot say consecutive numbers
- Two people cannot say a number at the same time
- 4. If any rules are broken, the group must start over with the number one.

5. Continue playing a few rounds having a new person start with number one and/or changing up the counting rules. See Other Ways to Play.

Activity Prompts for Reflection

• When was it difficult for you to control yourself during this activity?



- What emotion did you feel when you messed up?
- What was difficult to control while playing the game?

Other Ways to Play

- After each round have them brainstorm ways that they can improve on the next round.
- Have students practice spelling by spelling out a word for the round instead of saying numbers.
- Have students practice skip counting and set the end goal number based on how many students are in the group and what numbers they are skip counting by.

Additional Notes

- Use the <u>SEL Activity Prompts</u> to tie other SEL competencies to this activity.
- If you have a large group, you can split them into smaller groups.

Category

- 1. Activities
- 2. Self-Management

Sel-competency

1. Self-Management

Allotted-time

1. 10-20 minutes

Themes

- 1. General
- 2. No Supplies Needed