



Virtual Games – One Has To Go

Description

Description

Help your students to be aware of their own preferences during this relatable activity. Students will have to use critical thinking to decide what is most important to them.

Supplies

- No supplies needed

How to Play

1. Let your students know that you will be announcing a topic and some categories associated with that topic.
2. For each topic, students choose one item that “has to go.”
3. This game can be played virtually in several ways including:
 - Calling out loud the items and having students verbally say their answers
 - Using the whiteboard function on zoom and listing out the topic and categories and having students put an X beside the item that they would let go.
 - Holding up a piece of paper on your screen with the options and having students put in the chat which item has to go.
4. After students choose, call on a few to share why they chose that item to go.
5. Use the Activity Prompts For Reflection questions at the end to further skill development.
6. Examples:
 - Artists
 - That Girl Lay Lay

- Lil Nas X
- Drake
- Da Baby
- Chips
 - Takis
 - Hot Cheetos
 - Hot Fries
 - Spicy Doritos
- Chicken
 - Chicken Wings
 - Chicken Strips
 - Chicken Nuggets
 - Fried Chicken
- Sweets
 - Brownies
 - Cupcakes
 - Cake
 - Cookies
- School
 - Math
 - English
 - Science
 - Social Studies
- Condiments
 - Ranch
 - BBQ Sauce
 - Honey Mustard
 - Hot Sauce
- Technology
 - Phone
 - TV
 - Playstation/ XBox
 - Computer/Laptop
- Social Media
 - Instagram
 - Snapchat
 - Triller
 - Tik Tok

Activity Prompts for Reflection

- What were some emotions you felt before starting this activity?
- What is a strength of yours that made this activity easy?
- What are some emotions you felt during this activity?

Other Ways to Play

- Have students create and send you a topic with four different categories in a private chat. Use these topics and categories to play the game.
- Spotlight two students at a time and have them try to guess what they think the other person will choose to go.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.
- Make categories and topics relatable to your students.

Category

1. Activities
2. Self-Awareness

Sel-competency

1. Self-Awareness

Allotted-time

1. 15 minutes

Themes

1. No Supplies Needed