Brainstorm Chasers

Description

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Help your group learn the difference between a right and a wrong choice through an interactive game.

Supplies

- No supplies needed

How to Play

1. Explain to your students what a YES Mess is and explain to them that today we will be practicing trying to avoid these.
2. Explain to students that the following are the storm chaser moves that they will need to remember for this game:
   "When I say….. You're going to…."
   - Tornado-spin around 3 times
   - Thunderstorm-jump up and hit the ground with your hands
   - Blizzard-hug yourself and shake like you're cold
   - Flood-get down on your belly and act like you're swimming
   - Rain-make it rain with your fingers
   - Earthquake-stomp your feet four times
3. Go over each of these moves and show your students exactly what the movement looks like.
4. Each round, read aloud a situation and a storm chaser move.
5. If the students think the situation is a YES MESS then they stand up and do the storm chaser move. If they do not think it is a YES MESS than they remain seated.
6. Example round: "Cheryl is sneaking out of school to go to the store to buy some candy.

Thunderstorm."

7. If students think that Cheryl is in a YES Mess than the students stand up and do the thunderstorm move (jumping up and hitting the ground with their hands) if students do not think she is in a YES Mess they remain seated.
8. After each round make sure to explain why it is a YES Mess or why it is not a YES Mess.
9. Situations:
    - "Liz is leaning back in her chair in the classroom. Tornado."
    - "Erica is studying for her spelling test early in the week. Flood."
    - "Ashley decides to not wear her seatbelt in the car. Earthquake."
    - "Adam wants to climb up cabinets to reach the cookie jar. Flood."
    - "Bridget helps her younger brother learn how to read. Rain."
    - "Second graders are behind in the relay race, so they think they should cheat. Thunderstorm."
    - "You stay up late to play video games even though you have school the next day. Tornado."
    - "Jenny goes to bed early because she has to wake up early in the morning. Blizzard."

Activity Prompts for Reflection

- Have you ever been in one of the YES Messes that I mentioned during the game?
- Why is it important to avoid YES Messes?
- Did anyone get into a YES Mess during this activity?
- Has someone ever tried to peer pressure you into a YES Mess? How did you respond?

Other Ways to Play

- Start the game by only introducing three of the weather movements. You can add in more as you see students are mastering them.
- Challenge students by saying a situation and adding in multiple weather movements at the end so that they have to do more than one move if it is a YES Mess.
- Add in situations that you've seen your students in to help them apply YES Mess to their own lives.

Additional Notes

- Use the SEL Activity Prompts to tie other SEL competencies to this activity.

Category

1. Activities
2. Responsible Decision-Making

Sel-competency

1. Responsible Decision-Making

Allotted-time

1. 20 minutes

Themes

1. General
2. No Supplies Needed