



Virtual Games â?? Think Fast

Description

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Help your students practice controlling themselves with this critical thinking game. Students will have to think fast in order to win this competitive challenge!

Supplies

- No supplies needed

How to Play

1. This activity works best on a virtual platform, like Zoom, where students can use a chat function and/or where students can see each other.
2. The leader announces a letter of the alphabet and students must use that letter to start each of the following categories:
 - Famous personâ??s name
 - A place
 - An animal
 - A thing
3. Students can either type their answer in the chat box or write it down and hold up their paper for everyone to see.
4. The first student to answer all four receives a point for that round.
5. This continues with the leader keeping track of points and using a new letter each round until time is up.

Activity Prompts for Reflection

- What is an emotion you felt during this activity that made it difficult for you to control yourself?
- What were some ways you were able to remain calm during this activity?
- What were some ways you reacted positively during this activity?

Other Ways to Play

- Use a timer and give students a certain amount of time to come up with something for each category. All students that are able to come up with something receive a point.
- Spotlight two students at a time and see who will finish first. The winning student then competes against another student.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Self-Management

Sel-competency

1. Self-Management

Allotted-time

1. 15 minutes

Themes

1. No Supplies Needed