



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 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

1. Self-Awareness

Allotted-time

1. 10-15 minutes

Themes

1. Emotions