Red Light, Green Light

Description

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Students practice taking personal accountability while playing a line game during a transition.

Supplies

- No supplies needed

How to Play

1. Students line up one behind another.
2. Have each student get into their â??dream car.â?• The leader can model this by pretending to open up a car door, buckling their seat belt, checking the mirrors, etc.
3. Call out different traffic signals as you transition to the next location.
4. Example traffic signals:
    - Red light â?? everyone must stop
    - Yellow light â?? everyone must drive slowly
    - Green light â?? everyone can drive regular speed
    - Speed bump â?? everyone must hop like they are going over a speed bump in their car
    - Railroad track â?? everyone must shake their car from side to side
5. If a student messes up a traffic signal they move their car to the back of traffic (back of the line).

Activity Prompts for Reflection

- What was a good choice you made during this activity?

- What was a mistake you made during this activity?
- How did you show that you were trustworthy during this activity?
- What was difficult about this activity?

Other Ways to Play

- Have a trustworthy student be the caller during this activity.
- Have all students line up on one side of the room shoulder to shoulder. The leader stands on the other side of the room calling out the same commands. If a student moves after â??red lightâ?• is called, they must go back to the other side and start over. The first student to reach the leader is the winner for that round and can become the caller.

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. Discretionary

Themes

1. No Supplies Needed