SCOOT GAME INSTRUCTIONS

Overview of the game

SCOOT is an engaging and fun game that can be used to review or reinforce any concept in maths and other subjects. There are many variations but all work on the same idea.

The teacher / mentor places question cards on desks or around the room. Learners move from one card to another answering the questions on the cards after a certain amount of time and they all move in the same direction. Using 10 cards is good for smaller groups and when you are short of time. If your group is large, you may need to set up games at groups of desks so that each child has a station at a card and you can repeat cards.

Before playing a game of SCOOT it in important to practice the moving around aspect of it and the words (or methods) you will use for getting them to stop, start and move stations.

Materials

- Some way of timing (a cell phone or stop watch is fine)
- Recording sheets: 1 per child (laminate if you want to re-use) with either 10 questions or 20 questions
- Question cards: 1 set of 10 or 20 questions (I have included a blank template, so that you can copy it, laminate and write your own ideas on the cards)

Preparation:

1. Pin or Prestick 10 or 20 cards around the room at equal distances apart in order from 1 to 10 or 1 to 20.
2. Prepare recording sheets for 10 or 20 questions
3. Depending on how much time you think your learners will need, decide how long to time them on each question. I have used anything from 30 seconds to 2 minutes.

Playing the game

- Learners start with the card that is front of them. Let's say that Joe is sitting with the Number 4 card. He will move to the number 5 card next, and then on to the 6th and so on.
- Every time we play, I try to use a different signal to tell them to move to their next card. Sometimes I blow a whistle, sometimes I ring a bell etc. It just makes it more exciting!
- Play the game. Learners will write their answers on a recording sheet or another sheet of paper. After the learners have rotated and are back in at the card they started at.
- If you have time (or later in the day or in another lesson / session), go over the answers with your learners.

Although our version of the game has been adapted, thanks to these sites for the initial game ideas

- http://sunnydaysinsecondgrade.blogspot.com/2011/11/scoot.html
- http://www.teacherspayteachers.com/Product/Scoot-Template-636593
- http://www.teacherspayteachers.com/Product/FREE-Mini-Break-Cards-for-SCOOT-when-you-have-more-students-than-cards-196304

SCOOT Recording Sheet (20 questions)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	18	20

SCOOT Recording Sheet (20 questions)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	18	20

SCOOT Recording Sheet (10 questions)

1	2	3	4	5
6	7	8	9	10

SCOOT Recording Sheet (10 questions)

1	2	3	4	5
6	7	8	9	10

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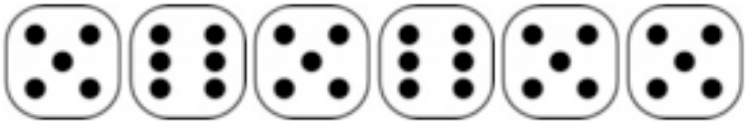
1

How many dots?



2

Add 10 to 297

3

Quick thinking. Try not to work it out.

If 14 – 9 = 5

what is 74 - 9?

4

What number is shown by the arrow on the number line

5

Quick thinking. Try to find a quick way.

If 3 sets of 8 = 24

what is 8 sets of 3?

6

Add 100 to 398

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7

How many?

8

Quick thinking. Try to find a quick way.

99 + 99 + 99 =

9

Half 50, then take away 10, then add 100

10

Quick thinking. Try to find a quick way.

If 23 + 125 = 148

What is 123 + 25?

11

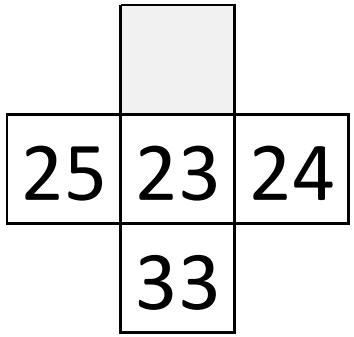
Quick thinking. Try to find a quick way.

If 3 sets of 4 = 12

what is 4 sets of 3?

12

What is the missing number?



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13

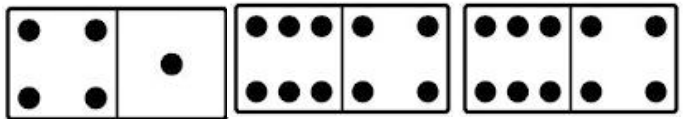
How many?

14

What number is shown by the arrow on the number line

15

How many dots altogether?



16

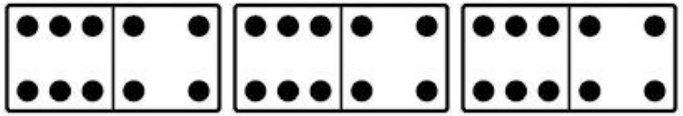
200 + 200 + 200 + 64 =

17

Double 100 + half of 12 =

18

How many dots altogether?



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19

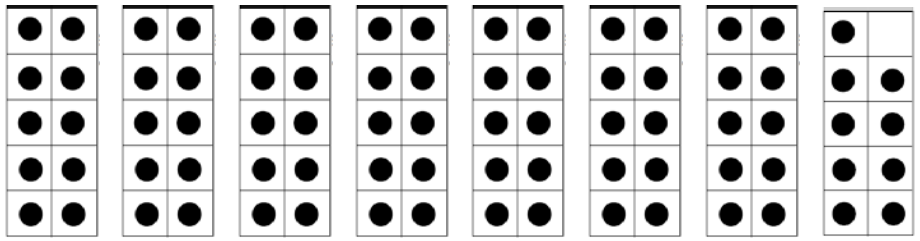
Quick thinking. Try to find a quick way.

If 23 + 25 = 48

What is 230 + 250?

Extra 1

How many?



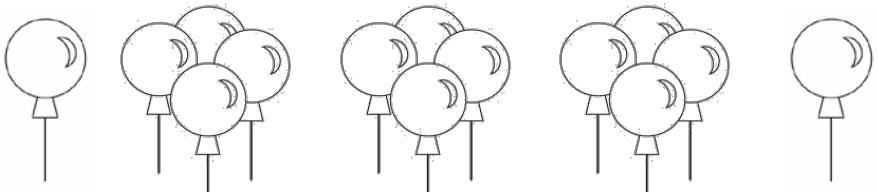
Extra 3

Fill in the blanks:

15; 30; ___; ___; 75

20

How many?



Extra 2

Add these numbers together:

6; 4; 6; 4; 5; 5; 2; 8; 1

Extra 4

Which is the smallest number?

20; 35; 15; 50

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Extra 5

What number is shown on this number line?

Extra 6

What are the missing numbers?

59	
	70
	80

Extra 7

Which is the biggest number?

10; 100; 101; 11

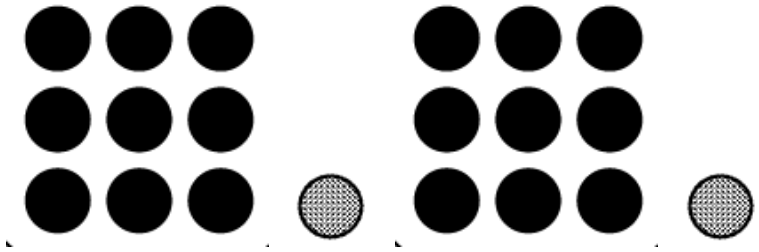
Extra 8

Fill in the blanks:

25; 50; ___; ___; 125

Extra 9

How many?



Extra 10

What is the missing number?

	9	10
	19	
		30

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