

ACTIVITIES

LifeSmarts in a Box Extension Activities, published January 2018

These LifeSmarts in a Box Extension Activities provide additional educational resources to complement curriculum and enhance classroom instruction. These activities reinforce consumer concepts and content vocabulary while enlivening classroom and community-based instruction.

See the full LifeSmarts in a Box resource on the LifeSmarts web site at: <http://lifesmarts.org/resources/lifesmarts-in-a-box-teaching-toolkit/>.



32. TWOS AND THREES

Time: 5-10 minutes

1. Give each player a vocabulary card.
2. Instruct the group to mingle until instructed to “stop” and form groups of two or three.
3. Using the words on their cards, groups formulate a sentence or two that demonstrates their understanding of the vocabulary.

NOTE: You may expand the groups to four or five students and mix topic areas to make the play more challenging.

33. ACRONYMS FRONT & BACK

Time: 5-10 minutes

1. Form relay teams.
2. The teacher/coach writes an acronym on the board. The first players on each team compete against one another to be the first to correctly write the words the acronym stands for.
3. The first player to correctly identify the acronym declares “front” or “back” and writes a new acronym that begins with the first letter (“front”) or last letter (“back”) of the acronym they correctly identified.
4. Players who competed rotate to the back of their respective lines, and a new player on each team competes to identify the new acronym. Again, the winner declares “front” or “back” and chooses the new acronym.
5. Play continues until the relay has rotated through all team members. At that point stop to review the acronyms and their definitions for accuracy.
6. Teams may score one point for each correct answer.
7. Play may continue through a full rotation, or until a specified number of points are reached.

34. SMARTIE GRAMS

Time: 15 minutes

Materials: Letter Tiles (Download letter tile sheets from the LifeSmarts website. Duplicate on card stock, laminate, and cut into playing tiles)

1. Form teams of 2. Each team of 2 plays against another team of 2.
2. Players arrange a set of letter tiles face down and each team draws 12 tiles.
3. Teams, working independently, use the letters they have drawn to form LifeSmarts content vocabulary or acronyms. Using one or more of the LifeSmarts topic areas, words are formed in crossword fashion until no additional words can be formed.
4. Teams then draw 3 new tiles at a time, reconfiguring the crossword to use the new tiles.
5. When all the tiles are used, or less than five tiles remain, the game is over.
6. Each team counts the words in their crossword and the team with the most words wins. Individual teams may choose to use a word more than once in their crossword, but it can only be scored once.

NOTE: If time allows teams may play consecutive rounds and the highest cumulative score determines the winner.

OPTIONAL: Teams define the words used in their crossword to gain an additional point for the word.

35. DOUBLE DICE

Time: 5-10 minutes

Materials: 2 LifeSmarts Cubes per group. (Download the LifeSmarts Cube template from the LifeSmarts website)

1. Form groups of 2 to 4, players can play one on one or two against two.
2. First player rolls both LifeSmarts cubes to identify the topic(s) in play.
3. Player(s) must then provide a vocabulary term for the topic rolled and then relate the terms to one another.
4. Play then switches and the other player(s) roll for the topics they will use.

36. TILE TOGGLE

Time: 5-10 minutes

Materials: Letter Tiles (Download letter tile sheets from the LifeSmarts website. Duplicate on card stock, laminate, and cut into playing tiles)

1. Form teams of four and announce a LifeSmarts topic (choose from personal finance, health and safety, the environment, technology, and consumer rights and responsibilities).
2. Turn tiles face down on the table. Players take turns turning over a tile.
3. Players shout out a vocabulary term that relates to the LifeSmarts topic chosen by the teacher/coach, and begins with the letter they have turned over. The player then explains the relationship between the term and the topic.
4. If the other players accept the answer, the letter tile is given to the player who answered. The next tile is turned over and play resumes.
5. The player with the most letter tiles at the end of the game wins.

37. AROUND THE WORLD

Time: 15 minutes

Materials: Numbered definition cards, numbered answer blanks

1. Post numbered definition cards around the room.
2. Divide group into teams of 2 and provide each team with a numbered answer blank. Give teams a time limit.
3. Teams will move between cards, writing down the vocabulary term they believe relates to each definition. Teams use numbered answer sheets, placing each answer in the blank that corresponds with the definition number.
4. When time has expired provide the answers so that teams may score their own answer sheets.
5. The team that correctly identified the most vocabulary terms wins.

NOTE: To avoid "traffic jams" use twice as many definition cards as teams.

38. ILLUSTRATIONS

Time: 15 minutes

Materials: Picture envelopes

1. Cut a variety of pictures from magazines and place 8-10 pictures into each envelope, creating 8-10 envelopes total (or enough for each team to have one).
2. Divide the group into teams of 2 to 3.
3. Select a LifeSmarts topic and a content vocabulary list for students to use.
4. Distribute the picture envelopes and ask teams to create a narrative using one vocabulary term with each picture. Determine the number of pictures their stories should include. Stories should demonstrate the students' knowledge of the content vocabulary.
5. Teams present their stories to the full group.

NOTE: Play can continue by having teams pass a designated number of pictures clockwise and counter-clockwise to mix the pictures and vary the possibilities.

39. EGYPTIAN TOWER

Time: 15 minutes

Materials: Whiteboard or pencil and paper

1. Form teams of 3-4 players. Teams race to create the largest pyramids.
2. Announce a LifeSmarts topic (choose from personal finance, health and safety, the environment, technology, and consumer rights and responsibilities).
3. Each team confers to create a pyramid from the top down. Levels can have numbers, acronyms or words that related to the selected LifeSmarts topic. The top of the pyramid has one box, the second row has two boxes, the third row has three boxes, and so on.
4. Teams must be able to define the words, numbers or acronyms they have written on their pyramids, and/or explain how they relate to the topic.
5. Allow 4-6 minutes for teams to create their pyramids.
6. Teams share their work with the large group and the team with the most levels wins.