

ACTIVITIES

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ACTIVITIES

1. PASS THE BANANA

Time: 5-10-15 minutes

Materials: Bananas, LifeSmarts vocabulary with definitions

1. Form relay team lines.
2. Give a banana to the first student in each line.
3. Read a definition. Ask students to call out the word being defined. Only the first student in each line (those holding the bananas) may answer.
4. The first person to call out the correct answer passes the banana to the next student in line. Only one line may move the banana per definition.
5. Another definition is read, and play progresses.
6. The game is over when a banana reaches the end of a relay line.

OPTIONAL: To win, the team must eat the banana. Packages of candy or other snack food can also be used.



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2. QUICK DRAW

Time: 5-10-15 minutes

Materials: Paper and markers, LifeSmarts vocabulary list

1. Form teams of 3-6 players.
2. One student receives a vocabulary term and draws images to help other players guess the term. All teams play at once.
3. The team that guesses the correct term receives a point for giving the correct answer, and the team that is drawing receives a point for the term guessed.
4. The job of “quick draw” rotates through all teams and all players.

EXTENSION: Set a time limit and give the “quick drawer” a list of terms to draw, one after another, until the time expires.

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3. JUST SAY IT

Time: 5-10-15 minutes

Materials: LifeSmarts vocabulary list

1. Form teams of 4-6 players.
2. Choose an actor from a team to silently act out the assigned vocabulary term. All teams try to guess the term.
3. The first team to correctly guess receives a point and must act out the next term. If no team guesses the term, play rotates through the teams.

NOTE: You may use a 1- or 2-minute time limit, if desired. The group may determine rules about allowing letters, symbols, or "rhymes with" actions.



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4. ACRONYM SLAM

Time: 5-10 minutes

Materials: Acronyms taken from the vocabulary lists, whiteboard, flipchart, or butcher paper, and markers

1. Form relay team lines in front of a whiteboard, flipchart, or posted butcher paper. Give the first member of each team a marker.
2. Call out an acronym. Players from each team go head-to-head. The winner is the first player to correctly write what the acronym stands for. Each competitor hands off his marker to the next teammate. The winner is done; the loser returns to the end of the line for another turn.
3. Play progresses with another acronym and a new player for each team.
4. The first team to have each member give a correct answer wins the relay.

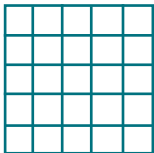
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5. TUTTI FRUTTI

Time: 15 minutes

Materials: Game grid or paper and pencil

1. Draw a 5-by-5 grid, and list a LifeSmarts topic or concept above each column across the top.



2. Ask one student to provide five letters for the rows along the left side of the grid. All players will use those letters for the round.
3. Players write a term in each box that relates to the topic and begins with the letter of that row.
4. Score by calling out terms. If no one else has the term, it is worth 10 points; if two or more have the term, it is worth 5 points. No points are earned for terms that the group agrees do not relate.
5. Highest score wins.

NOTE: The game increases in difficulty as the topics or concepts become more specific.



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6. IN QUEST OF THE GALLON

Time: 15 minutes

Materials: Empty gallon jugs, 8 oz. cups, water source, LifeSmarts questions

1. Form teams. Provide each team with an empty gallon jug, an 8 oz. cup, and a water source.
2. Ask the teams LifeSmarts questions. A correct answer allows the team to pour one 8 oz. cup of water into the jug.
3. The first team to fill their gallon jug is the winner.
4. To make the game more challenging, use smaller cups and stage the game farther away from the water source.

NOTE: Bonus questions could include "How many cups in a pint," "How many cups in a quart?," etc.

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7. NOUGHTS & CROSSES

Time: 5-10-15 minutes

Materials: Paper and pencil

1. Players pair off.
2. Create a game grid for each pair of players.



3. The object of the game (like tic-tac-toe) is to get three noughts or crosses in a row.
4. Players alternate answering questions. They may mark a “nought” (O) or a “cross” (X) in the grid when they answer a question correctly.

OPTIONAL: Give each player either three noughts or three crosses for play. They must place or move them in the grid as they answer questions correctly. The first player to place three noughts or crosses in a row wins.

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8. ROLLER DERBY

Time: 15 minutes

Materials: List of LifeSmarts concepts

1. Form two concentric circles of an equal number of students. Students in each circle move, walking in opposite directions.
2. The leader signals students to stop and partner with the student nearest them in the opposite circle. The pairs stand side-by-side facing counterclockwise. The person on the inside circle will be the speaker.
3. The leader calls out a topic or concept. Pairs begin to walk together counterclockwise, telling their partner everything they know about the topic.
4. The speaker continues until the derby has made a "pace line" (one full lap) and the leader calls out "recycle."
5. The pairs separate and circles again move in opposite directions until instructed to stop. New pairs are formed for a "pace line" with a new topic. This time the speaker is the person in the outside circle.
6. Play continues until the leader signals stop.

NOTE: Take time to practice the game movements on command.

ACTIVITIES

9. MOTOR MOUTH

Time: 5-10-15 minutes

Materials: Don't Say It cards, prepared in advance

1. Prepare Don't Say It cards containing the content vocabulary words you wish to use and a list of 4-6 related terms that may not be used to describe the term. (See examples on the back of this card.)
2. Divide group into two teams. Players from each team will take turns being the Motor Mouth.
3. A player from Team One stands in front of the group and will be the first Motor Mouth. A player from Team Two stands next to the person acting as Spotter.
4. Motor Mouth describes the term without using the words on the Don't Say It card or the term itself. The Spotter's job is to make sure Motor Mouth doesn't use any forbidden words.
5. The first team to correctly identify the term receives one point. If the Motor Mouth uses a word on the Don't Say It card, a point is deducted from their team's score.
6. Play continues with a member of Team Two as Motor Mouth, and a player from Team One serving as Spotter.



ACTIVITIES

DON'T SAY IT CARD SAMPLES

Example Term: Stock

Don't Say It: Wall Street, investing, market, broker, blue chip

Example Term: Identity theft

Don't Say It: Personal, information, identifying, Social Security number, fraud

Example Term: Landfill

Don't Say It: Waste, municipal, dump, disposal, burial

Example Term: Obesity

Don't Say It: BMI, weight, health, condition, diet

Example Term: Hashtag

Don't Say It: Twitter, number sign, short, Tweet, social media

Example Term: FDIC

Don't Say It: Deposits, insure, \$250,000, federal, bank

Example Term: Lemon Law

Don't Say It: automobile, car, legal, warranty

NOTE: A study or flash card app can be used to make and share the "Don't Say It" cards.

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10. AGREE, DISAGREE, MAYBE IF...

Time: 15 minutes

Materials: LifeSmarts in a Box Critical Thinking Cards and three signs: "Agree," "Disagree" and "Maybe If..."

1. Post "Agree" and "Disagree" signs in opposite corners of the room and the "Maybe If..." sign between them.
2. Tell participants that the discussion that follows will be about complex ideas and issues and that there are many valid viewpoints.
3. Read a "React" statement from the Critical Thinking Cards and ask participants to stand below the sign that best reflects their "educated opinion."

Note: An "educated opinion" is one explained by using facts.

4. Ask a sampling of participants under each sign to explain or defend their position. The leader can add facts and ask questions of the participants.
5. As opinions and facts surface, allow participants a chance to move to another location. Continue the discussion by asking some participants why they moved.

VARIATION: Defend the opposing position. What would it take to move you to another place on this issue?



ACTIVITIES

11. SPIDER WEB

Time: 15 minutes

Materials: Whiteboard, flipchart, or butcher paper and markers

1. Select one LifeSmarts topic and write it in the middle of the paper or board. Additional terms are added as part of a “spider web” graphic organizer.
2. Students take turns adding terms, linking them to the center of the web diagram, and explaining the connection to the group.
3. Play is done when the group can find no more terms to relate to the topic or the allotted time expires.



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12. PICK 'EM

Time: 15 minutes

Materials: Craft sticks, two small containers labeled “pick ‘em” and “picked on,” Critical Thinking Question cards

1. Distribute craft sticks and have each player write their name on one stick.
2. Place all the sticks in the “pick ‘em” container and pull out the first stick. Pass both containers to the player whose name was drawn and ask that player to respond to a Critical Thinking Question.
3. The player responds, moves their stick from the “pick ‘em” container into the “picked on” container, and chooses another player’s stick from the “pick ‘em” container. The new player adds to the discussion or asks for a new question.
4. Play continues until all the sticks have moved from “pick ‘em” to “picked on.”

NOTE: Players may choose to pass, but their stick remains in the “pick ‘em” container until they have contributed to the discussion.



ACTIVITIES

13. BULLSEYE

Time: 5-10 minutes

Materials: LifeSmarts vocabulary list

1. Players form two concentric circles facing one another. Circles should have the same number of players. The leader is in the center, or the "bullseye."
2. One circle rotates clockwise while the other rotates counterclockwise until the leader calls "stop" and players in the two circles face one another.
3. The leader calls out a vocabulary term for the player on the outside to define and explain to the player on the inside. The inside player accepts or rejects the answer.
4. The leader then gives the definition or calls on a player to do so, and the circles move again. The players on the inside take their turn defining and explaining.

NOTE: This is a great activity when a group has been sitting too long or is restless. The leader can energize the group by only giving 15-20 seconds for definitions.

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14. GUESS WHAT?

Time: 5-10-15 minutes

Materials: Cards containing one LifeSmarts vocabulary term each, prepared in advance

1. The Guesser holds a vocabulary term up to their forehead so that the other players can see the term. The player holding the card should not know what the term is. The Guesser may not ask questions.
2. The rest of the players give clues until the Guesser correctly guesses the word.
3. The game proceeds until the allotted time has passed or until each player has correctly guessed a term.

OPTIONAL: Divide the group into two teams. Teams alternate giving clues to the Guesser. The team who gives the clue that allows the Guesser to correctly guess the term receives a point.



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15. BACKWARDS & FOREWORDS

Time: 10 minutes

Materials: Cards containing one LifeSmarts vocabulary term each, prepared in advance

1. Divide the group into two teams. Tape a content vocabulary term to the back of each player. Players should not see their own term.
2. Players move around the room asking one “yes” or “no” question of each person, until they think they know their content vocabulary word.
3. When a player thinks they know their word, they move to a designated “forewords” area until the allotted time expires.
4. Players then give a foreword (introductory statement) about their term.
5. If the player correctly identifies the term, their team receives a point.

ACTIVITIES

16. LAUNDRY LIST

Time: 5-10-15 minutes

Materials: Paper and markers or pencils, LifeSmarts topic lists

1. Form teams of 3-5 players.
2. Provide teams with a “laundry” topic for the round.
3. Teams draw a laundry line on their paper and have 60 seconds to “hang” as many terms as they can on the line. Terms must directly relate to the topic.



4. The full group then accepts or rejects the terms without debate by thumbs up and thumbs down, as each team scores their laundry line as follows:
 - 0 points-dirty laundry, group rejects term*
 - 1 point-term acceptable, but used by other teams*
 - 2 points-term acceptable, not used by any other team*
5. Play resumes with another “laundry” topic. When time is up, the team with the most points wins.

NOTE: Suggested topics may be broad or limited in scope. Examples: Social Security, fraud terms, nutrients, or materials that can be recycled.

ACTIVITIES

17. LINE UP AT THE DOOR

Time: 5 minutes or less

Materials: LifeSmarts questions or vocabulary terms with definitions

1. Leader asks, "Who really wants to line up at the door?" Players raise their hands if they want to play.
2. Leader calls on a player and asks a question or requires the player to define a content vocabulary word. If the player gives a correct answer, the player may line up at the door. If the player gives an incorrect answer, the player must remain in their seat.
3. Once all players have been able to answer one question and there is a line at the door, players may challenge the first person in line for their position by correctly answering an additional question. The player who is in the front of the line asks the questions.

NOTE: If there are players still seated, they may enter the game and challenge the person at the head of the line.

ACTIVITIES

18. PUBLIC SERVICE ANNOUNCEMENT

Time: 15 minutes

Materials: LifeSmarts Cube

1. Form teams of 2-4 players.
2. Write “announcement” categories on slips of paper: radio spot, TV commercial, weather report, or special bulletin. (Teams may create additional categories.)
3. Roll the LifeSmarts Cube for a topic.
4. Each team has five minutes to create a PSA that communicates an important consumer message for that topic, informing others of a “need to know” message.
5. Groups present their messages to one another.

NOTE: PSA length should be no more than 20 seconds. In place of the cube, students could draw for a topic or topics could be assigned.



ACTIVITIES

19. SWAT THE WORD

Time: 5-10 minutes

Materials: Content vocabulary words posted around the room, fly swatters, definitions

1. Form relay teams and give the first player on each team a fly swatter.
2. The leader reads a definition of one of the vocabulary words posted in the room.
3. The players holding the fly swatters are competing against each other. The first player to find the correct term, swat it, and shout it out loud wins a point for their team.
4. All players return to their relay teams, pass the fly swatter to the next player, and play resumes with a new definition.
5. Play continues for a designated time or until one team "swats" a designated number of terms.

NOTE: Newspapers rolled into long tubes can replace fly swatters.

NOTE: Use large sticky notes to post the content vocabulary so that they can be collected and reused.

ACTIVITIES

20. PASS IT ON

Time: 15 minutes

Materials: Paper and pencil

1. Form teams of 2-4 players.
2. Select several LifeSmarts concepts and write each at the top of a piece of paper. Each team should start with one of the topics.
3. The papers are passed systematically around the group from team to team. Each team confers and writes a new fact about that concept in the time allotted by the leader.
4. The leader declares, "Pass," and the paper moves to the next team. The teams must stop writing when the leader says "Pass."
5. Play ends when the topics are back where they started.
6. Papers are placed under a document camera or read aloud to review and discuss the topic.



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21. PASS THE BALONEY

Time: 10-15 minutes

Materials: Paper and pencil

1. Play PASS IT ON but, in addition to writing a fact, each team writes one inaccurate statement during the round of play.
2. During the group discussion, teams must distinguish the facts from the inaccurate statements.

ACTIVITIES

22. ONCE UPON A TIME

Time: 15 minutes

Materials: Cards containing one LifeSmarts vocabulary term each, prepared in advance

1. Form teams of 2 players. Teams play against a second team.
2. Stack flashcards by topic area and place upside down. Easy play begins with two or three topic areas, while advanced play includes four or five.
3. The first team turns over a card from each stack, revealing a series of vocabulary terms.
4. The team confers and then constructs a “Consumer Story” using the terms in the story. The story should reveal their understanding of the vocabulary and place the words in context.
5. Teams take turns telling stories until time is called.

NOTE: Once Upon a Time can also be played as a large group activity. Each team builds onto a group story.

NOTE: A study or flash card app can be used to make and share the “Don’t Say It” cards.



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23. YOU GOT IT!

Time: 5-10 minutes

Materials: LifeSmarts vocabulary lists

1. Form teams of 3-6 players. Establish a time limit of one to two minutes per round.
2. One player is given a list of vocabulary terms. Taking one term at a time, the player gives a single clue to his teammates.

Example term: ATM

Example clue: A place to get money

Possible answers: Cash machine, bank, job, allowance, etc.

3. The other team members call out responses until they correctly guess the vocabulary term. The first player calls out "You Got It!" and moves on to the next term. Play continues until the round is complete (either all words are used, or time expires). Teams then tally the number they got correct in that round; one point per correct answer.
4. Play begins again with a new vocabulary list. Another team member gives the single clue.
5. Play ends when time expires. The team with the most points wins.

ACTIVITIES

24. SNOWBALLS

Time: 5-10 minutes

Materials: Scrap paper and pens or pencils

1. Pair students to write a vocabulary term on one sheet of paper and the definition on another.
2. When directed, students crumple the papers into balls and throw them into the center of the room.
3. Individual students are released to pick up one "snowball" and try to find the match to that term or definition. Repeat as desired.



ACTIVITIES

25. LIKewise OR WISE GUY

Time: 5-10-15 minutes

Materials: LifeSmarts topics and content vocabulary

1. Choose a LifeSmarts topic.
2. The first player thinks of a related content vocabulary word and gives an accurate or inaccurate definition of the word.
3. The second player calls “likewise” if they believe the definition is true. The second player gives another related term and definition.
4. If the second player believes a definition is false the player calls “wise guy” and gives the correct definition.
5. Play then moves to another player who defines another related term—correctly or incorrectly.

ACTIVITIES

26. ONLY 10

Time: 15 minutes

Materials: Paper and pencil

1. Form teams of five players.
2. The leader calls out a vocabulary term.
3. Teams cooperatively write a definition for the term using exactly 10 words.
4. Each team member adds one word at a time to the definition, rotating through the team twice.
5. Teams share their definitions with the whole group.



ACTIVITIES

27. DATING GAME

Time: 5-10-15 minutes

Materials: Cards containing one LifeSmarts vocabulary term each, prepared in advance

1. Divide into pairs. Each pair receives five “blind” (random) vocabulary terms and goes on a blind date.
2. The pairs are given two minutes to link four of the terms, demonstrating their understanding and knowledge. They may discard one of the five cards.
3. Double Date: Pairs swap their knowledge and ideas by sharing the relationships and connections they have made with another group.

VARIATION: Roll the LifeSmarts Cube for a topic area and have teams relate “blind date” cards to that topic.

ACTIVITIES

28. GRAFFITI WALL

Time: 5-10-15 minutes

Materials: Whiteboard, flipchart, or butcher paper and markers

1. Place a term or concept in the middle of the board.
2. Players take turns coming up to the board, writing a related term, and explaining its relationship to the original concept.
3. Once everyone has added to the wall, erase and resume play with a new term or concept.



ACTIVITIES

29. ALPHABET SOUP

Time 10 minutes

Materials: Paper and pencil

1. Form relay teams of 4-6 players.
2. Select a LifeSmarts topic area and a letter of the alphabet.
3. The first person on each team states a vocabulary term that relates to the topic area and begins with the selected letter of the alphabet.
4. If successful, the team member moves to the back of the relay line; if unsuccessful the team member remains in place and tries again.
5. The first team to have all members successfully give a related word wins the round.
6. When one relay team is done, a second letter of the alphabet is called. Play ends when time is over or the alphabet has been used.

NOTE: Increase the challenge by having team members define and/or use the word in context in a sentence.

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30. KEEP AWAY

Time: 15 minutes

Materials: Paper and pencil

1. Divide the group into an even number of three- to five-member teams.
2. Pair each A team with a B team. Both teams secretly choose a LifeSmarts subtopic. (For this game “personal finance” is too broad, but “banking” is fine.)
3. Each team creates a written list of 10 words that directly relate to the topic.
4. Play begins with Team A revealing its topic. Team B has one minute to guess the words on the opposing team’s list.
5. Team B receives one point for each word guessed correctly, while Team A receives one point for each word not guessed.
6. Teams reverse roles and play continues.

NOTE: To speed play, teams can create more than one list during the initial conference time.



ACTIVITIES

31. MATCH WORD

Time: 10-15 minutes

Materials: Vocabulary and definition cards, prepared in advance

1. Divide group into pairs or trios.
2. Place vocabulary and definition cards face down in rows creating a grid.
3. Students turn over two cards at a time, attempting to match a term with a definition. When a match is made, those cards are removed and placed in the "bone pile" of the person who made the match. Play continues until all cards are matched.
4. The winner is determined by whoever has the most bones in their pile.

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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. Each team creates a written list of ten words that directly relate to the topic.

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



ACTIVITIES

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.

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34. SMARTIE GRAMS

Time: 5-10 minutes

1. Form teams of two. Each team of two plays against another team of two.
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 three 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.



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35. DOUBLE DICE

Time: 5-10 minutes

Materials: Two LifeSmarts Cubes per group. (Download the LifeSmarts Cube template from LifeSmarts.org)

1. Form groups of two to four students. Players can play one-on-one or two-on-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(s) rolled and then relate the terms to one another.
4. Play then switches and the other player(s) roll for the topic(s) they will use.

ACTIVITIES

36. TILE TOGGLE

Time: 5-10 minutes

Materials: Letter Tiles (Download letter tile sheets from LifeSmarts.org. 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.



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37. AROUND THE WORLD

Time: 5-10 minutes

Materials: Numbered definition cards, numbered answer blanks

1. Post numbered definition cards around the room.
2. Divide group into teams of two 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.

ACTIVITIES

38. ILLUSTRATIONS

Time: 15 minutes

Materials: Picture envelopes

1. Cut a variety of pictures from magazines and place eight-ten pictures into each envelope, creating eight-ten envelopes total (or enough for each team to have one).
2. Divide the group into teams of two to three.
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 counterclockwise to mix the pictures and vary the possibilities.



ACTIVITIES

39. EGYPTIAN TOWER

Time: 15 minutes

Materials: Whiteboard, flipchart, or pencil and paper

1. Form teams of three-four 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 relate 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 four-six minutes for teams to create their pyramids.
6. Teams share their work with the large group, and the team with the most levels wins.