

OVERVIEW

How well do students know their fellow classmate? Inspired by “2 Truths & 1 Lie” this ice-breaker game allows students to share more about themselves while also possibly trying to trick their classmates.

LEARNING TARGETS

- Students will engage in a fun icebreaker game to share personal preferences and learn about their classmates.
- Students will understand and apply the process of elimination as they sit down when incorrect answers are announced.

ASSESSMENTS

- Students will be assessed based on their participation in the 4 Corners game and their ability to articulate their chosen answers.

MATERIALS

- Writing utensils
- Survey with 4 questions
- Large letters (A, B, C, D) to mark each corner of the room

OPENING

- Introduce the game of 4 Corners and explain the rules.
- Explain that each round, one student will read a question and share four possible answers.
- After the question is read, all students will stand up and choose a corner (marked A, B, C, D) that they believe represents the correct answer.
- The chosen student will reveal the correct answer, and everyone not standing at that corner will take a seat. This process will repeat for four questions. Students who remain standing after all rounds will earn one point.
- Distribute the paper survey for students to fill out, instructing them to mark the correct answer with a check in the checkbox.

GUIDED PRACTICE

- Model the game with the first question, encouraging all students to stand and participate.
- Set clear expectations: respect others' choices, remain in the corner until answers are announced, and listen actively.

- Ask guiding questions to prompt discussion and enhance learning, such as "What made you choose that option?" to the student chosen.

PLAY THE GAME

- Choose one student at random to begin. Have them read the question and answers aloud while ensuring that the rest of the class follows instructions.
- The students left standing at the final round will receive one point.
- Repeat the game as time allows.

CLOSING

- Announce which students earned the most points.
- Gather students and ask them to share one interesting fact they learned about a classmate.
- Reflect on the game's purpose to learn about their fellow classmates to build greater community and camaraderie.

Learning Standards

SHAPE America National Physical Education Standards (Grades 3-5)

- **Standard 1: Develops a variety of motor skills.**
 - Students will demonstrate competency in movement patterns as they participate in the 4 Corners game.
- **Standard 2: Applies knowledge related to movement and fitness concepts.**
 - Students will apply concepts of choice-making and strategy as they navigate their answers during the game.
- **Standard 3: Develops social skills through movement.**
 - Students will engage in collaborative discussions, enhancing their social skills while participating in group activities.
 - Students will understand and appreciate the fun and interactive nature of physical activity as they share their preferences and learn about their classmates.
- **Standard 4: Develops personal skills, identifies personal benefits of movement, and chooses to engage in physical activity.**
 - Students will demonstrate respect for their peers' choices and show responsible behavior by actively listening and engaging in the game.

SURVEY QUESTION EXAMPLES – See supplemental print out

- What is your favorite snack?
- What is your favorite lunch food?
- What is your favorite dinner food?
- What is your favorite pizza topping?
- What is your favorite ice cream flavor?
- What is your favorite restaurant or fast-food place?
- What food do you *not* like?
- What is your favorite healthy food?
- What is your favorite fruit juice?
- What is your favorite type of sandwich?