



Benefit of Play:
Process and Express Emotions

Take your latest science lesson and challenge your students to come up with really cool, weird, and fun facts to wow their peers. Well, they'll mostly be facts. With this game, you get to throw a fib in there as well!

Focus Skills: Creativity, Storytelling, Observation, Communication

Grades: K-5

STEP 1. Assign each student a topic from your science unit. It can be specific, such as an individual animal or an inventor. It can also be a more general theme like endangered species.

STEP 2. Have your students find the most wacky, bizarre, and unique facts possible. The point of this game is to really wow and impress others with unusual info, so encourage students to dig.

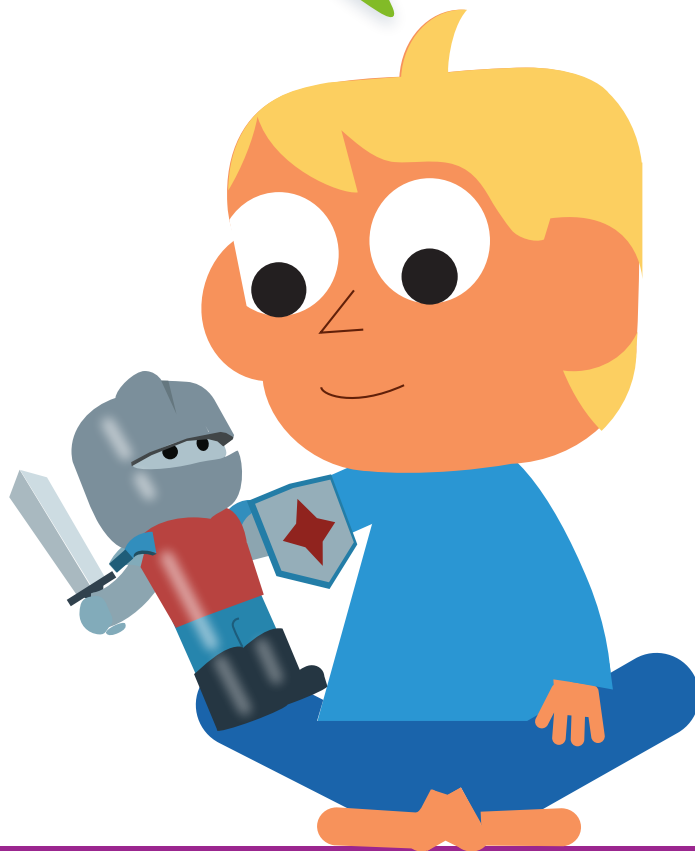
STEP 3. Once students gather all their facts, have them choose their top three. Then have them rewrite one of them to make it false. This can be just a small change to the fact to make it untrue. For instance, if they're researching the great white shark, and they find out that they can be 15 feet long, they could change it to 30 feet to see if they can trick anyone.

STEP 4. Now let students present their findings to the class, listing off the facts as ONE, TWO, AND THREE (you could also just do two if you're working with younger kids). As they list them, have everyone write down which one they think is false.

STEP 5. After you get through everyone reading their facts, it's time to reveal the answers. Ask students to count how many they got right.

DID YOU KNOW?

Using toys that encourage students to pretend can help them process and express their emotions while also building vocabulary!



TOY TIME TIP! Encourage your students to practice speaking in front of their peers by using toys that encourage imagination and storytelling. A few costumes and props will get students excited to do role play or games like charades.