

Learning Styles Scoot

Directions:

- 1) Each student is given a recording sheet.
- 2) Place a card on each student's desk. The cards should be placed in order so that student's will have an easy time figuring out which desk to go to next.
- 3) If you have more cards than student's then the remaining cards can be placed in another place in the room (a table, teacher's desk, etc....)
- 4) Students will start the game at their desk.
- 5) When teacher says, "Go! students will flip over their card.
- 6) Students will determine if the learning style described on the card describes them. If it mostly describes them, the student will place an "X" in the numbered box that corresponds with the card on their desk.
- 7) After a pre-determined amount of time (probably no more than a minute for this game), teacher will shout, "SCOOT!"
- 8) Students will flip their card over and quickly move to the next desk (the next number that is on their card). Students will need to make sure that they are going in order so that they don't answer a question inaccurately.
- 9) The game is complete when students return to the desk where they started.
- 10) It will be important that the teacher practice with the students when to move so that the game can run smoothly.
- 11) After students return to their desk, teacher will pass out the recording sheet.
- 12) Students will record how many X's they recorded in each learning style category. Students will count how many X's for questions 1-8, 9-18, and 19-24.
- 13) Students will record their results on the results sheet and will share their results with the class.
- 14) Teacher can review the learning styles and learning strategies that correspond with each learning style.