



Are You More Like

Summary - A simple choice game asking students to decide whether they are more like two objects such as Cat or Dog, Slide or Swing, etc. This can be set up in a variety of ways - but perhaps the most effective is as a movement activity where students are asked to physically make their choices by moving to one side of the room or another. For example If the choice is dog or cat - everyone who feels they are more like a cat would go to one side of the room and everyone who feels more like a dog would move to the other. The language element of the lesson is when students are given the opportunity to explain why they have made the choice they have - this can first be done with partners on each side in order to give everyone a chance to share and hear vocabulary and sentence ideas, then it can be shared with the whole group.

This also is a very easy activity to adapt to virtual learning with students sharing their answer either in the chat or by turning their camera on or off.

Resource Links

Here is a [simple one-pager from playmio](#) for this activity

Here is also [a .pdf that has many more possible choice pairs:](#)

STEM Connections

Depending on the topics this could be a little vocabulary and concept review by using word pairs such as: open or closed circuit, deciduous or coniferous tree, endothermic or exothermic reaction, desert or savannah biome, etc.