

Hot and Cold

PLAY

To promote teamwork, problem-solving, and active listening by guiding a peer to find an object in the classroom using verbal cues.



Learning Intentions

I can practice following verbal cues and using observation to complete a task:

This helps students engage with the game and understand how to follow directions effectively.

I can work collaboratively with others to guide someone toward a goal:

This encourages teamwork and communication, allowing students to cooperate to solve a problem.

I can actively participate in a game that involves problem-solving and movement:

This promotes physical activity and cognitive skills as students work together to guide their peers toward the object.



Success Criteria

Understanding and Responding to "Hot" and "Cold" Cues:

Students can understand and respond to "hot" and "cold" cues to find an object, ensuring they are actively listening to verbal cues and moving toward the goal.

Collaborating with the Group to Give Helpful Cues:

Students can collaborate with their group to give helpful cues, encouraging teamwork and the ability to guide others in a supportive, positive way.

Choosing an Object and Giving Clear Directions:

Students can choose an object and give clear directions to help the finder, ensuring they are actively participating in both finding and guiding during the game.



the school of
PLAY

Hot and Cold

PLAY

Objective: To promote teamwork, problem-solving, and active listening by guiding a peer to find an object in the classroom using verbal cues.

Players: Ideal for small groups of 3-5 students.

Materials: None (Just the classroom space and objects to find)

Time Required: 5-10 minutes

Setup: Form groups of three to five students. One student will step out of the room (the finder), while the remaining group members pick an object in the classroom for the finder to locate.

Activity:

- 1. Choose the Finder:** Have one student step outside the classroom (the finder) while the rest of the group selects an object in the room for the finder to locate. This could be a specific object, like a pencil sharpener, a book, or a chair.
- 2. Start Searching:** Once the group is ready for the finder to start looking, the group will say "come in" to signal the start of the game. The finder then begins walking around the classroom, trying to locate the chosen object.
- 3. Give Verbal Cues:** The group gives verbal cues to guide the finder:
 - If the finder is far away from the object, the group will say "cold."
 - If the finder is getting closer to the object, the group will say "hot."
 - When the finder picks the correct object, the group can cheer or say "you've found it!"
- 4. Help if needed:** If the finder needs some help the group can give clues to explain what object they have hidden, the only rule here is that the group cannot use the name of the object they have hidden, they must explain what it is used for or what it looks like. To instigate this the finder must say "Clue needed please".
- 5. Variation:** Instead of using "hot" and "cold," the group can use applause. They can clap softly when the finder is "cold" (far away) and clap vigorously when the finder is "hot" (close). This variation adds an extra layer of engagement and excitement.
- 6. Repeat the Game:** After the finder locates the object, switch roles, and have a different student become the finder while the rest of the group selects a new object.



Hot and Cold

PLAY

Reflection Prompt:

- How did you feel when you were guiding your classmate to the object?
- How did you know when your classmate was getting closer to the object?
- How did you work together as a team to give helpful cues?

Winning the Game: There is no winner in this activity. The goal is to work together, practice giving and receiving directions, and have fun searching for the object.

Additional Notes: Hot and Cold is a fun, interactive game that encourages teamwork, listening skills, and problem-solving. It helps students practice giving clear instructions while actively engaging in physical movement and exploration. It's an ideal icebreaker or energizer that also promotes cooperation and communication in a group setting.