



Sentence Switcheroo with Problem Statements

Preparation

Have students stand, leaving enough room to move.

Rules

I will read a problem statement that has blaming words in it. Then I will read a second statement.

- **Rule 1 is, if there are blaming words in the second statement, stay standing.**
- **Rule 2 is, if there are no blaming words in the second statement, sit down.**

Steps

1. Read one of the problem statements from below once, slowly and clearly.
2. Read the other statement with blaming words, or read the statement without blaming words.
3. Students stay standing if there are still blaming words the second time, or sit down if there are none.
4. Play two or three rounds.

Problem Statements

- **He never gives us a turn.** *Blaming:* You always hog the ball.
Not blaming: We need a fair way to take turns.
- **She made me tear the book!** *Blaming:* I tore the book because of you.
Not blaming: The book is torn.
- **I can't see the board because of you.** *Blaming:* You're always blocking the board.
Not blaming: I can't see the board.
- **You always get that game first.** *Blaming:* You never let anyone else play that game.
Not blaming: We need to share the games fairly.

Increasing the Challenge

Attention (A), Working Memory (WM), and Inhibitory Control (IC)

- Have students name the blaming words. (A, WM)
- Switch movement rules after two rounds. (A, WM, IC)
- Have students cross their arms if you read an entirely different statement. (A, WM, IC)
- Have students turn around if you read the statement backward. (A, WM, IC)