

# Cause and Effect Scoot

## Purpose & SOL

- Students will determine cause and effect by completing an active scoot.
- Language Arts 4.5j, 5.5j

## Materials

- Recording sheet for scoot
- Cause and Effect task cards - You can find many on TeachersPayTeachers.com  
<http://www.teacherspayteachers.com/Product/Cause-and-Effect-24-Task-Cards-593269>

**Length**  
25 min.

## Introduction

Review cause and effect. The cause is WHY something happens, and an effect is what happens because of it. Review the rules of scoot.

## Implementation

## Scoot

- 1) Place the cards in numerical order on each desk and distribute a recording sheet to each student. Have students stand up and push in their chair to show they are ready.
- 2) On the 'magic word', students flip over the card on their desk and answer the question on their recording sheet. When they are done they may do an exercise to show that they are done or may stand with their hands in the air ("hands up, stand up").
- 3) When all students are ready, complete an exercise as a class - [see this sheet for ideas](#).
- 4) The teacher will wait (filling any overlap time with exercise), and say the 'magic word' to signal to students to move to the next numerical card. Guide them so they go in the right order.
- 5) Continue scooting with any remaining time.

## Cool Down

Reach your arms up and breathe in, bring your arms down and breathe out. Stretch out your arms and continue to breathe. Do a slow motion squat to sit back down.

## Modifications

Play scoot with any grade level or any subject using task cards. You can even write exercises on the back of the cards for students to do instead of doing them as a class.



Name \_\_\_\_\_



# SCOOT

**Directions:** You are going to MOVE from desk to desk answering questions. Make sure the number on the card matches the box for your answers. Get ready for lots of exercise breaks!

1.	2.	3.
4.	5.	6.
7.	8.	9.
10.	11.	12.

13.	14.	15.
16.	17.	18.
19.	20.	21.
22.	23.	24.