



# Move of the Month Scoot / Stations

## Materials:

- Task Cards
- Optional: [Recording sheets for students](#)

## Directions:

- 1) Place task 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.
- 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.

**Stations is a Group Scoot** (put students in groups of 2-6) where students will usually sort a group of cards under different headings or match cards together from a group at their station.

### Kindergarten

Math	Number Line	<a href="#">Number Line Scoot</a>
Math	Graph	<a href="#">Roll, Graph, &amp; Exercise</a>
Math	Graph	<a href="#">Game Graph</a>

### 1st grade

Math	Number Line	<a href="#">Number Line Scoot</a>
Math	Place Value	<a href="#">Place Value Bootcamp</a>
Math	Addition	<a href="#">Addition Cone Maze</a>

### 2nd grade

Math	Place Value	<a href="#">Place Value Bootcamp</a>
Math	Addition	<a href="#">Addition Cone Maze</a>
Math	Rounding	<a href="#">Round ‘Em Up</a>

### 3rd grade

Math	Rounding	<a href="#">Round ‘Em Up</a>
Math	Multiplication	<a href="#">Multiplication Cone Maze</a>
Math	Multiplication	<a href="#">Multiplication Scoot</a>

### 4th grade

Math	Rounding	<a href="#">Round ‘Em Up</a>
Math	Multiplication	<a href="#">Multiplication Scoot</a>
LA	Cause and Effect	<a href="#">Cause and Effect Scoot</a>

### 5th grade

Math	Rounding	<a href="#">Round ‘Em Up</a>
Math	Multiplication	<a href="#">Multiplication Scoot</a>
LA	Cause and Effect	<a href="#">Cause and Effect Scoot</a>

## Notes

Scoot is best when all students have the same amount of content knowledge, so the student who is taking the longest to answer is not singled out every time.

## Helpful Links

- [Greater Richmond Fit4Kids](#)
- [Common Classroom Exercises](#) – Use between scoot stations.
- [PowerPoint Presentations](#)
- [Video Demonstrations](#) - [Scoot](#)