



Corners

Children answer a series of “yes/no” questions by running to the corner that represents their answer (e.g., the “yes corner” or the “no corner”). Possible questions include: “Do you have a sibling?”, “Do you have a pet?”, “Are you 3 years old?”, “Are you Black?”, or “Do you speak Spanish/Mandarin (or any language relevant to children in the classroom)?”

Add challenge by changing corners and asking questions with different answer choices (e.g., “How many ...,” or, “Do you like ___ or ___ better?”).

Narrate and Label

Working Memory

“You had to remember a lot of things in this game: the question, your answer, and the correct corner.”

Managing Behaviors

“I saw people running carefully so they didn’t crash into their friends.”