



I SPY

ALL GRADES

WHAT IS IT? A game to build executive function skills.

WHAT IS IT ABOUT? Practicing focus and attention.

WHY DO THIS?

THE BIG IDEA

This game is about practicing careful looking so you can find the object I'm thinking of.

INSTRUCTIONS

1. Say **THE BIG IDEA**.
2. Gather students in a circle. Say, "Let's make sure our Focus Binoculars are working before we play. See if you can catch what I do" Make a small movement with your face (e.g., *wink one eye, blink twice, or wiggle your nose*).
3. Say, "Now let's use our Focus Binoculars to see if you can guess what object in the room I'm thinking about. I spy with my little eyes something that is _____ (e.g., *choose a color*)."
4. Students point their Focus Binoculars at their best guess. Ask them what they are focusing on, and the first person who guesses right gets to pick the next object!

»» **MUST DO:** Must require students to ignore distractions/irrelevant information.

↪ **CAN ADAPT:** Look for more complicated objects.

MATERIALS

✂ None required.

IF WE...

practice focus and attention...

I SPY

THEN WE...

can organize thinking and behavior to meet goals...

SO WE...

can engage deeply in learning with each other.



AFTER THE ACTIVITY, DEBRIEF:

- During this game, were you able to notice small things that you don't normally see? What made it hard? What made it easy? Why do you think that is?
- How did you feel when you couldn't find an object?
- When are other times during the day that we need to focus, but might have a lot of distractions around us?

TIPS FOR SUCCESS



For emergent bilingual learners, incorporate color words from their home languages (e.g., say "azul" in addition to "blue" if you have Spanish-speaking children in your class).



Give students who may need additional support extra time to prepare by practicing with them ahead of time (just the two of you) prior to playing the game with the whole class.

ADAPTATIONS

- The first time you play, try starting with 2-3 rounds of guessing, then do a post-game talk.
- To make it easier, give students hints about where they should point their Focus Binoculars. If no one has guessed after about a minute, give a second clue (e.g., location, size, etc.)
- Invite students to take a turn leading the game.
- To make the game more challenging, add more rounds and choose clues besides color (e.g., shape, texture, first letter/sound of the word, etc.).