Reading Into

Player tries to answer specific questions, written on the question card, that are based on a paragraph of text that was read to them. The questions prompt the player to recall facts and/or underlying feelings and core values indicated in the text**.** Note—Some texts (e.g., non-fiction, scientific texts) may not have feeling or values questions.

SCORING

Each identified fact or remembered item = one point
Each identified underlying feeling = five points
Each identified value = seven points

MATERIALS Short texts with accompanying questions about facts, feelings, and values, written on cards

FICTIONAL TEXT EXAMPLE

Excerpted from the book *The Wonderful Wizard of Oz,* Frank L. Baum (in the public domain)

Text: When Dorothy was left alone she began to feel hungry. So she went to the cupboard and cut herself some bread, which she spread with butter. She gave some to Toto, and taking a pail from the shelf she carried it down to the little brook and filled it with clear, sparkling water. Toto ran over to the trees and began to bark at the birds sitting there. Dorothy went to get him and saw such delicious fruit hanging from the branches that she gathered some of it, finding it just what she wanted to help out her breakfast.

Then she went back to the house, and having helped herself and Toto to a good drink of the cool, clear water, she set about making ready for the journey to the City of Emeralds.

Dorothy had only one other dress, but that happened to be clean and was hanging on a peg beside her bed. It was gingham, with checks of white and blue; and although the blue was somewhat faded with many washings, it was still a pretty frock. The girl washed herself carefully, dressed herself in the clean gingham, and tied her pink sunbonnet on her head. She took a little basket and filled it with bread from the cupboard, laying a white cloth over the top. Then she looked down at her feet and noticed how old and worn her shoes were.

"They surely will never do for a long journey, Toto," she said. And Toto looked up into her face with his little black eyes and wagged his tail to show he knew what she meant.

At that moment Dorothy saw lying on the table the silver shoes that had belonged to the Witch of the East.

"I wonder if they will fit me," she said to Toto. "They would be just the thing to take a long walk in, for they could not wear out."

She took off her old leather shoes and tried on the silver ones, which fitted her as well as if they had been made for her.

Fact question: What did Dorothy eat to satisfy her hunger?
Answer: Bread, butter, delicious fruit, water from the brook (four points)

Feeling question: Why would Dorothy share the food with Toto?
Answer: She loves Toto and wants him to be well-fed (five points)

Value question: Name a strong value that Dorothy might hold, and offer an example.
Answer: 1. She believes in cleanliness because she put on a clean dress. (seven points)
2. She believes animals deserve respect because of the way she treated Toto. (seven points)

Nuanced Value question: Would you have taken the Witch of the East's shoes? Why or why not?
Answer: 1. I wouldn't have taken them because that would be stealing. (seven points)
2. I would've taken them because I needed sturdy shoes for the long trip and the Witch of the East wouldn't be using them. (seven points)

FACTUAL TEXT EXAMPLE

Text: Florida is a wonderland of natural wetlands and coral reefs. There are manatees, dolphins, alligators, herons, and crocodiles. Alligators eat fish and create ponds that the fish can use, even in the dry season. The everglades is like a wide river that flows from north to south. Florida's land mass is extended by mangrove plants that are able to live in salt water. The mangroves trap dirt and dropping leaves, creating new land.

Fact question: Name three animals that live in Florida.
Answer: Dolphins, alligators, crocodiles (three points)

Inferential question: Do the fish need alligators?
Answer: Yes, they create ponds for other animals during the dry season. (five points)

POEM EXAMPLE

Level: Middle school, higher elementary, high school

Text: A state-approved poem from the book *Navajo—Visions and Voices Across the Mesa,* written and illustrated by Shonto Begay; an adopted book for California Core Curriculum, Middle School

MOTHER'S LACE
In the morning when I leave my hogan,
The mesa echoes with cries of birds.
The air is crisp and clean.
It flows through me, washing away
All ills in my spirit.

Fact question: What is a "hogan?"
Answer: A house (one point)

Feeling question: How does the author feel about the scene?
Answer: The author feels healed. (five points)

Values question: After reading this poem, what might be an important value that the author holds.
Answer: The author has a reverence for nature and native American culture. (seven points)

Parts of a Machine

GAMEPLAY

Player 1 writes down the name of a machine and places the paper face down. Player 1 pantomimes one part of that machine. When the next player thinks they understand what machine the first player has created, they write down what they think the machine is and then add a "part" that shows more of the machine. Note that the gameplay and scoring are dependent on the number of players (see scoring instructions below).

Example: Player 1 writes down "bicycle" on their piece of paper and makes a circle with their arms to indicate a wheel. Another player writes down their impression then makes their arms round to portray the second wheel of the bicycle. Another player could move their arms like pedals, and so on.

TURNS What counts as a turn is defined differently depending on the number of players. See scoring guide below.

SCORING (Individual)

The player who is "on stage" pantomiming earns points when other players correctly identify the machine on their papers and perform a compatible activity. The performing player earns two points for each successful addition to the machine.

Timing: Each scene has a two-minute time limit.

Two Players: Each player creates five machines. This counts as one turn. Player 1 writes down five machines and places the paper face down**.** If the other player adds to the machine correctly, the first player earns two points. The timer is reset to two minutes for each new machine. After Player 1 has created five machines it's Player 2's turn to do the same.

Three Players: Each player creates three machines. This counts as one turn. Player 1 writes down three machines and places the paper face down**.** If another player adds correctly, the first player earns two points. If the third player adds correctly, the first player earns four points. The timer is reset to two minutes for each new machine. After Player 1 has created three machines it's Player 2's turn to do the same. Any points earned above ten can be donated or added to the Community Point total.

Four Players: Each player creates two machines. This counts as one turn. Player 1 writes down two machines and places the paper face down**.** If another player adds correctly, the first player earns two points. If the third player adds correctly, the first player earns four points. If the fourth player adds correctly, the first player earns six points. The timer is reset to two minutes for each new machine. After Player 1 has created two machines it's Player 2's turn, then Player 3, and then Player 4. Any points earned above ten can be donated or added to the Community Point total.

Five+ Players: Each player creates one machine. Two points are awarded to Player 1 for each additional player who correctly adds to the machine. If there are more than five players who add to the machine correctly, any points earned above ten can be donated or added to the Community Point total.

MATERIALS Timer, pen or pencil, paper

SUGGESTED MODIFICATIONS Changing the time limit

Parts of an Animal

GAMEPLAY

Player 1 writes down the name of an animal and places the paper face down. Player 1 then pantomimes one part of that animal. When the next player thinks they understand what the animal is, they write it down and then add another animal part that shows more of the whole animal. Other players write down what they see and then add to the animal. Note that the gameplay and scoring are dependent on the number of players (see scoring instructions below).

Example: Player 1 writes "alligator" on a piece of paper and moves their arm like the jaws of an alligator. Player 2 writes down "alligator" on a piece of paper and gets up and starts waving their arms like the tail of an alligator. Player 3 writes "alligator" and moves their arms like the stubby legs of an alligator.

Turns: What counts as a turn is defined differently depending on the number of players. See scoring guide below.

SCORING (Individual)

The player who is "on stage" pantomiming earns points when other players correctly identify the scene setting on their papers and perform a compatible activity. The performing player earns two points for each successful addition to the scene.

Timing: Each scene has a two-minute time limit.

Two Players: Each player creates five animals. This counts as one turn. Player 1 writes down five animals and places the paper face down**.** If the other player adds to the animal correctly, the first player earns two points. The timer is reset to two minutes for each new animal. After Player 1 has created five animals it's Player 2's turn to do the same.

Three Players: Each player creates three animals. This counts as one turn. Player 1 writes down three animals and places the paper face down**.** If another player adds correctly, the first player earns two points. If the third player adds correctly, the first player earns four points. The timer is reset to two minutes for each new animal. After Player 1 has created three animals it's Player 2's turn to do the same. Any points earned above ten can be donated or added to the Community Point total.

Four Players: Each player creates two animals. This counts as one turn. Player 1 writes down two animals and places the paper face down**.** If another player adds correctly, the first player earns two points. If the third player adds correctly, the first player earns four points. If the fourth player adds correctly, the first player earns six points. The timer is reset to two minutes for each new animal. After Player 1 has created two animals it's Player 2's turn, then Player 3, and then Player 4. Any points earned above ten can be donated or added to the Community Point total.

Five+ Players: Each player creates one animal. Two points are awarded to Player 1 for each additional player who correctly adds to the animal. If there are more than five players who add to the animal correctly, any points earned above ten can be donated or added to the Community Point total.

MATERIALS Timer, pen or pencil, paper

SUGGESTED MODIFICATIONS Changing the time limit

Build A Scene

GAMEPLAY

Player 1 writes down a scene and places the paper face down. Player 1 pantomimes an activity that might take place within that scene. When the next player thinks they understand the scene the first player has created, they write down what they think the scene is about and then add to the scene by performing an activity that is compatible with Players 1's. Note that the gameplay and scoring are dependent on the number of players (see scoring instructions below).

Example: Player 1 is digging a hole for a plant in a garden. Player 2 writes down "garden" on their piece of paper and pantomimes bringing in a wheelbarrow full of dirt. Another player writes down their impression then starts watering.

TURNS What counts as a turn is defined differently depending on the number of players. See scoring guide below.

SCORING (Individual)

The player who is "on stage" pantomiming earns two points when other players correctly identify the scene setting on their papers and perform a compatible activity.

Timing: Each scene has a two-minute time limit

Two Players: Each player creates five scenes. This counts as one turn. Player 1 writes down five scenes and places the paper face down**.** If the other player adds to the scene correctly, the first player earns two points. The timer is reset to two minutes for each new scene. After Player 1 has created five scenes it's Player 2's turn to do the same.

Three Players: Each player creates three scenes. This counts as one turn. Player 1 writes down three scenes and places the paper face down**.** If another player adds correctly, the first player earns two points. If the third player adds correctly, the first player earns four points. The timer is reset to two minutes for each new scene. After Player 1 has created three scenes it's Player 2's turn to do the same. Any points earned above ten can be donated or added to the Community Point total.

Four Players: Each player creates two scenes. This counts as one turn. The first player writes down two scenes and places the paper face down**.** If the second player adds correctly, the first player earns two points. If the third player adds correctly, the first player earns four points. If the fourth player adds correctly, the first player earns six points. The timer is reset to two minutes for each new scene. After Player 1 has created two scenes it's Player 2's turn, then Player 3, and then Player 4. Any points earned above ten can be donated or added to the Community Point total.

Five+ Players: Each player creates one scene. Two points are awarded to Player 1 for each additional player who correctly adds to the scene. If there are more than five players who add to the scene correctly, any points earned above ten can be donated or added to the Community Point total.

MATERIALS Timer, pen or pencil, paper

SUGGESTED MODIFICATIONS Changing the time limit

IMPORTANT: In order to play the last two inner circle games (Recognition and Musical Jam), you must have sufficient Community Points (see Scoring Instructions page).