

Sneaker Game

Introduction: This is a fun project to see how well students can give/follow directions.

Materials: Each pair of students will need a pair of shoes that tie.

Directions:

1. Break the class into pairs. One person will be the “giver” of instructions and the other person will be the “receiver.”
2. Ask them to turn their backs to one another.
3. Explain that his/her partner has forgotten how to tie his/her sneakers and ask the “giver” to give instructions to the “receiver” so that he/she can tie his/her shoes.
4. The "receiver" should take the sneakers and, following the directions given by his/her partner, tie his sneakers.