

Get to Know You Scoot

A no-prep, get-them-moving icebreaker for the first days of school.



PREVIEW

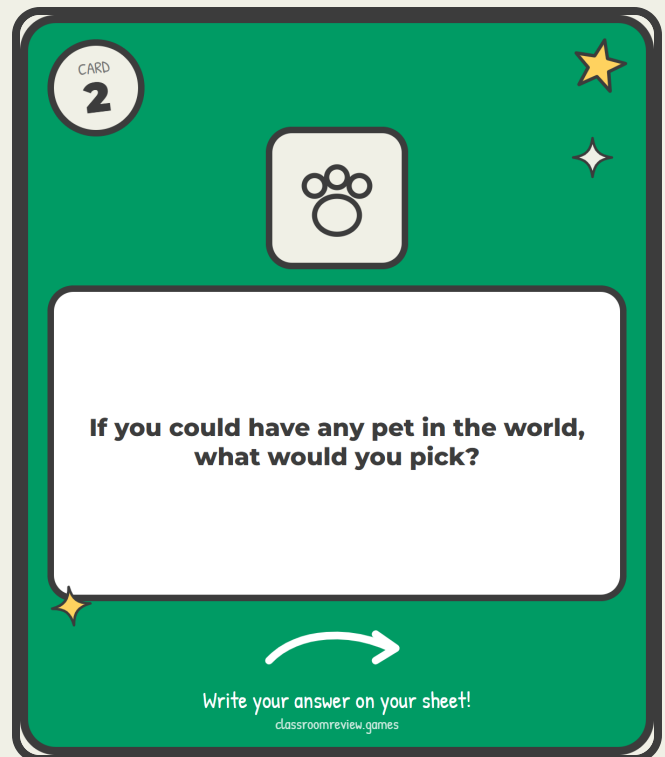
What's included

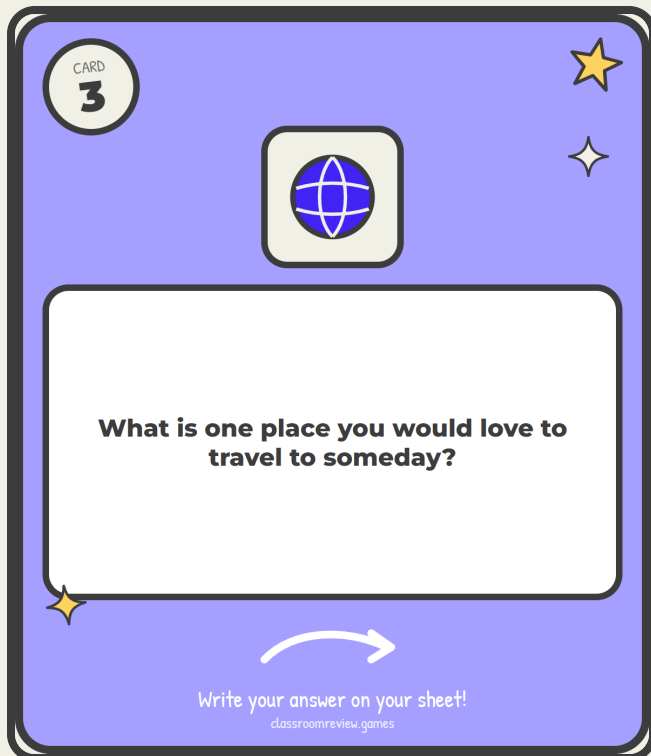
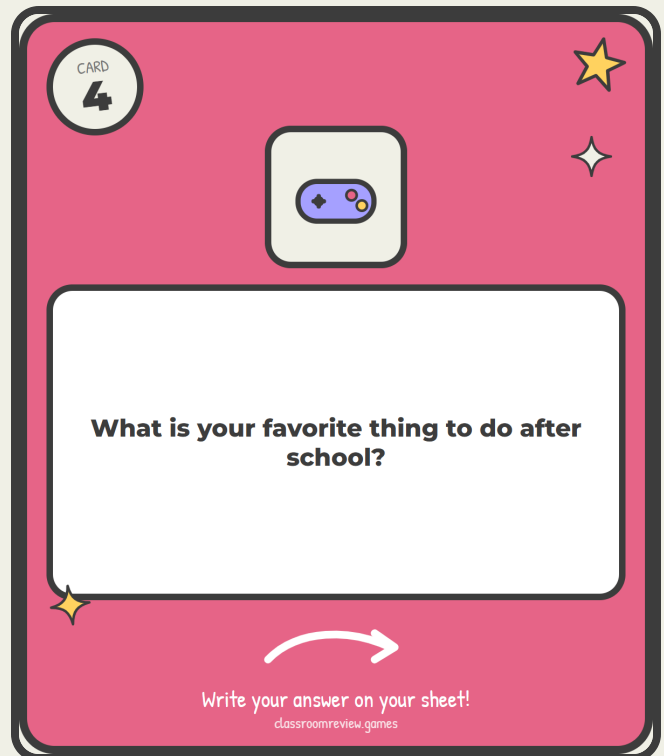
- 30 get-to-know-you cards, each with its own doodle icon
- A student answer sheet (1 to 30)
- A projectable countdown timer + SCOOT signal (PowerPoint and Google Slides)
- Color and ink-saver B&W, US Letter and A4

How it plays

- Place a card on each desk. Students start anywhere.
- They read the card and write their answer on the sheet.
- On the timer, everyone scoots to the next card.
- Great for grades 2 to 6 on the first days of school.

What this preview shows: a few of the 30 cards, in color and ink-saver black & white, plus the student answer sheet. The full pack has all 30 cards and the projectable timer.





CARD
1






What is your favorite food, and where do you love to eat it?



Write your answer on your sheet!

classroomreview.games

CARD
2






If you could have any pet in the world, what would you pick?



Write your answer on your sheet!

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My Answers

Write your answer for each card you visit. Have fun!

NAME

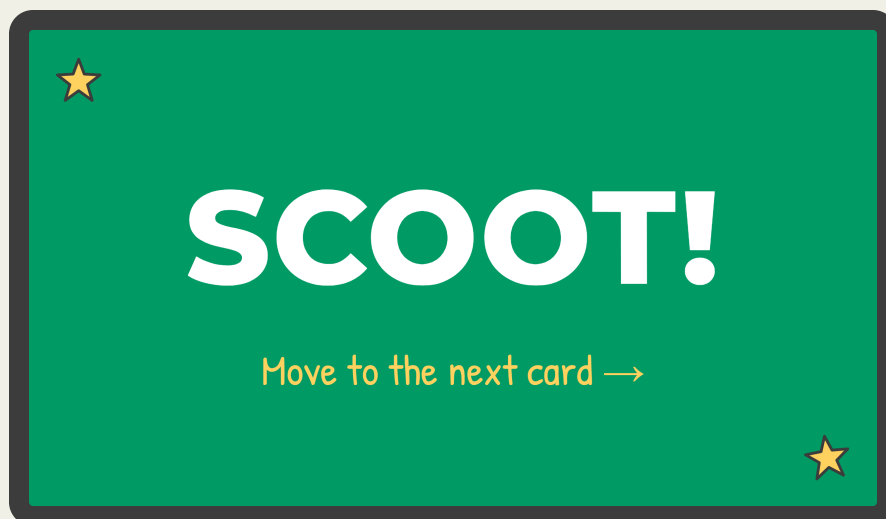
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20
21	22
23	24
25	26
27	28
29	30

Answer your card...



seconds

The projectable slides are a countdown timer and a SCOOT signal. The game itself is the printable cards.



In the full pack

Everything you need for a first-day icebreaker. Print or project.

30 get-to-know-you cards

1 student answer sheet

1 projectable timer (+ Google Slides)

2 color + B&W, Letter + A4

Thank you! If this works for your class, a quick review helps other teachers find it, and earns you TpT credits.

