

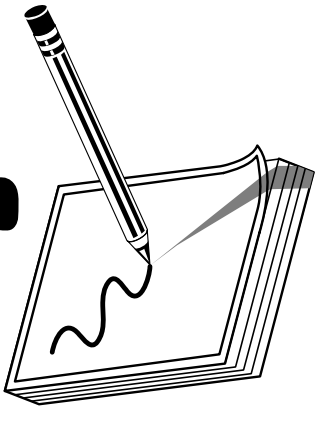
Stop And Swap

PRINTING INSTRUCTIONS PER PARTICIPANT:

1 plain paper copy of each page

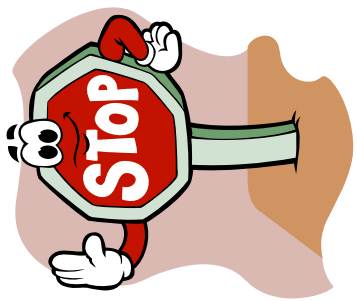


stop and swap

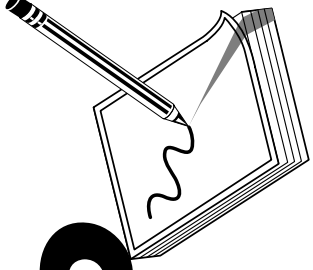


RULES

- 1** Read Silly Sentence
Easy Version - Teacher assigns sentence number
Challenge Version - Student selects sentence
- 2** Students begin to draw a picture to illustrate the sentence as teacher or selected student watches clock or stop watch for pre-determined time period.
- 3** Call time and students swap papers with one another and add to the previous student's picture.
Repeat steps for remainder of game.



stop and swap



1	2	3
4	5	6