

GUIDING PRINCIPLE 1

BELONGING TO A COMMUNITY



Strategy: Within Reach

Audience: Kindergarten to Grade 12

What:

- A community-building strategy that invites students to turn on their cameras

How:

- Create a list of common items that students will have within their reach without leaving their seats
- Read the list one item at a time and have student show the items
- Each item is worth a certain number of points
- For Kindergarten to Grade 4, it is best to make this a cooperative game, the goal is to reach a designated number of points as a group
- For Grades 5 to 12, the game can be more competitive. It can be played with individuals or small groups working together to collect the most points

Materials:

- List of common materials students will have within reach of their computers. Items they can reach without leaving their seats

Example:



Inclusive Practices to Consider:

- Some students may benefit from having knowledge of a few of the items the day before. This is so they are prepared for the game

Reference and Links:

Icebreaker: Within Reach

https://www.youtube.com/embed/YL_gZDaNclY