

GUIDING PRINCIPLE 1

BELONGING TO A COMMUNITY



Strategy: I Spy

Audience: Kindergarten to Grade 8

What:

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

How:

- Invite all students to turn on their cameras and microphones and engage in a game of “I Spy”
- A student notices something in someone else’s video
- The rest of the group take turns guessing what it is

Materials:

- N/A

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:

N/A