

Packing for a Trip

Learning Objective

Students learn to find patterns and commonalities.

Setup

- 1 Two players in a group are selected to be leaders for the first game and quietly decide on a common feature or category of something they will pack to go on a trip. Examples might be: "things that are red" or "things made of wood" or "things to eat" etc.
- 2 The first leader starts the game by saying:
"I am going on a trip and I will pack an apple and a tomato."
- 3 The second leader says:
"I am going on a trip and I will pack a fire truck and a stop sign."
- 4 The leaders ask the group who else wants to go on the trip and what will the person pack. They select a volunteer.
- 5 The volunteer begins by saying, "I want to go on the trip and I will pack a towel and my sunglasses.
That person is told that he hasn't packed properly for the trip.
- 6 Another volunteer begins by saying, "I want to go on the trip and I will pack a raspberry and a Cardinal's baseball cap.
That person is told that she is ready for the trip.
- 7 The game continues until everyone figures out the common element across all the things being packed.

Materials

✓ None

Other common elements might include

Words with doubled letters (eggs, rattles, Humvees, etc.)

Words naming animals you would find in Africa

Words beginning with the same letter/words ending with the same letter

Variations

I'm going on a trip and I will visit:

State capitals

National capitals

States that border each other

States that border the ocean

I'm going on a trip back in time and I will expect to meet:

Presidents

Signers of the Declaration of Independence

Literary characters

Leaders of the civil rights movement