

Responsibility Scavenger Hunt Bingo

This project has students scouring magazines or other print media for examples of people being responsible. See how many examples of “responsibility in world” students can find.

Kindness Concept(s)

Responsibility, Kindness

Project Timeframe

25-30 minutes

Required Materials

- ❑ Magazines, newspaper, or other visual print media - enough for one per team or two per groups of 3-4 students

For this project, you will need a good number of magazines or other print or visual media (newspapers can work). Students work in pairs or small groups to find examples of responsibility listed on their Bingo card. The first team to get a Bingo wins!

Instructions:

1. Put students into teams of 2 or small groups of 3-4.
2. Give each team at least 1 magazine/print media or each group at least 2 magazines/print media.
3. Give each team/group one Bingo card.
4. On your count, teams/groups begin looking through their magazines to find pictures of what is described on the Bingo card. When they find an example, they raise their hand so you can validate their find and stamp (or “X”) the space on their card.

***OPTIONAL:** *If the magazines do not need to be returned to the library or wherever you got them, you could have students cut out the examples to go with their Bingo card and glue them to their card. Then you don't need to validate as you go.*

5. The first team to get a Bingo wins. To extend the game, you can go for a 2nd Bingo or go for black-out.



DESIGNATED BY CASEL
AS A RECOMMENDED
PROGRAM FOR SOCIAL
AND EMOTIONAL
LEARNING.

The Collaborative for Academic, Social, and Emotional Learning (CASEL) has been reviewing evidence-based SEL programs since 2003. Kindness in the Classroom® meets CASEL's SElect Program and is included in the [CASEL Guide to Effective Social and Emotional Learning Programs](#).

Kindness in the Classroom® met or exceeded all of CASEL's criteria for high-quality SEL programming. Kindness in the Classroom® received CASEL's highest designation for high-quality SEL programming.

<https://casel.org/guide/kindness-in-the-classroom/>

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| A person is helping another person | People are cleaning or tidying up a space | A person is practicing a healthy habit like brushing teeth |
| A person is helping an animal | FREE SPACE | A person is exercising or spending time in nature |
| A person is picking up trash or taking care of the earth | A person is eating healthy-looking food | A person is sleeping or resting |