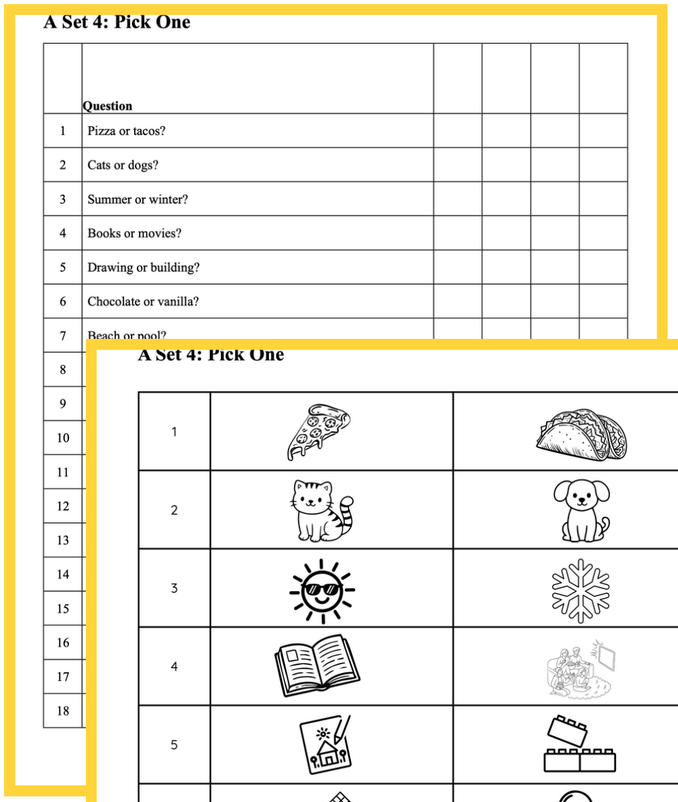
JENGA QUESTIONS



A Set 4: Pick One

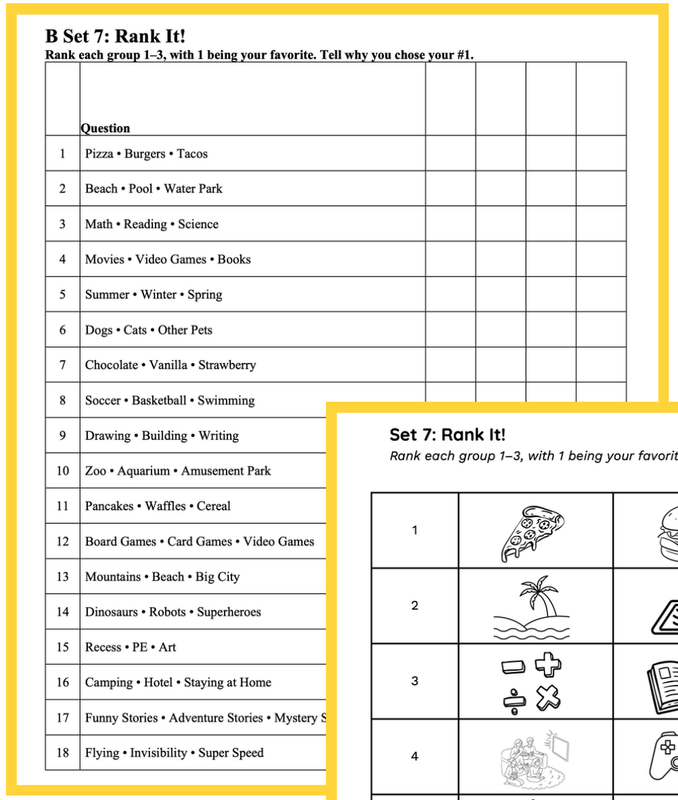
	Question				
1	Pizza or tacos?				
2	Cats or dogs?				
3	Summer or winter?				
4	Books or movies?				
5	Drawing or building?				
6	Chocolate or vanilla?				
7	Beach or pool?				
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

Set A for K-2

10 written sets
2 picture sets

A Set 4: Pick One

1		
2		
3		
4		
5		
6		
7		
8		
9		



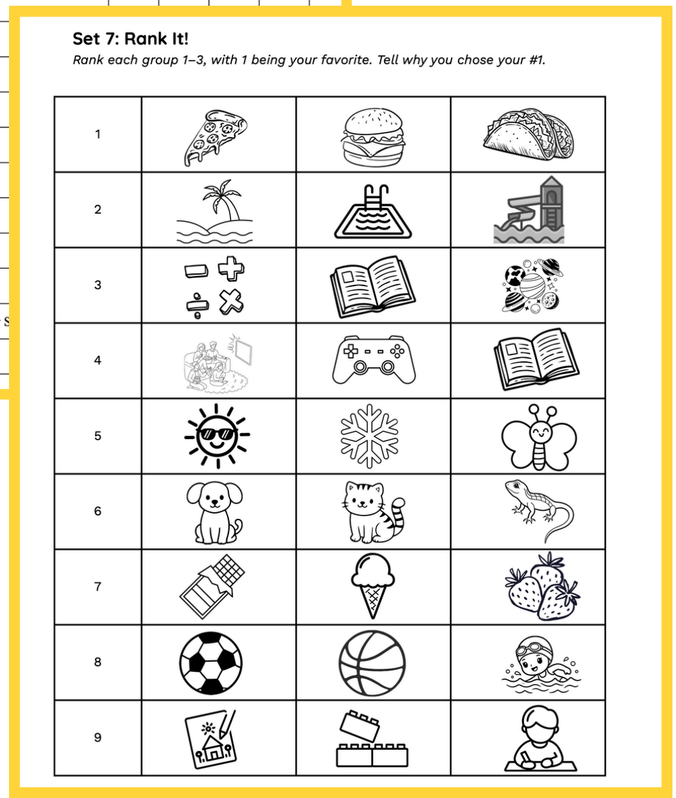
B Set 7: Rank It!

Rank each group 1–3, with 1 being your favorite. Tell why you chose your #1.

	Question				
1	Pizza • Burgers • Tacos				
2	Beach • Pool • Water Park				
3	Math • Reading • Science				
4	Movies • Video Games • Books				
5	Summer • Winter • Spring				
6	Dogs • Cats • Other Pets				
7	Chocolate • Vanilla • Strawberry				
8	Soccer • Basketball • Swimming				
9	Drawing • Building • Writing				
10	Zoo • Aquarium • Amusement Park				
11	Pancakes • Waffles • Cereal				
12	Board Games • Card Games • Video Games				
13	Mountains • Beach • Big City				
14	Dinosaurs • Robots • Superheroes				
15	Recess • PE • Art				
16	Camping • Hotel • Staying at Home				
17	Funny Stories • Adventure Stories • Mystery S				
18	Flying • Invisibility • Super Speed				

Set B for 3-5

10 written sets
1 picture set



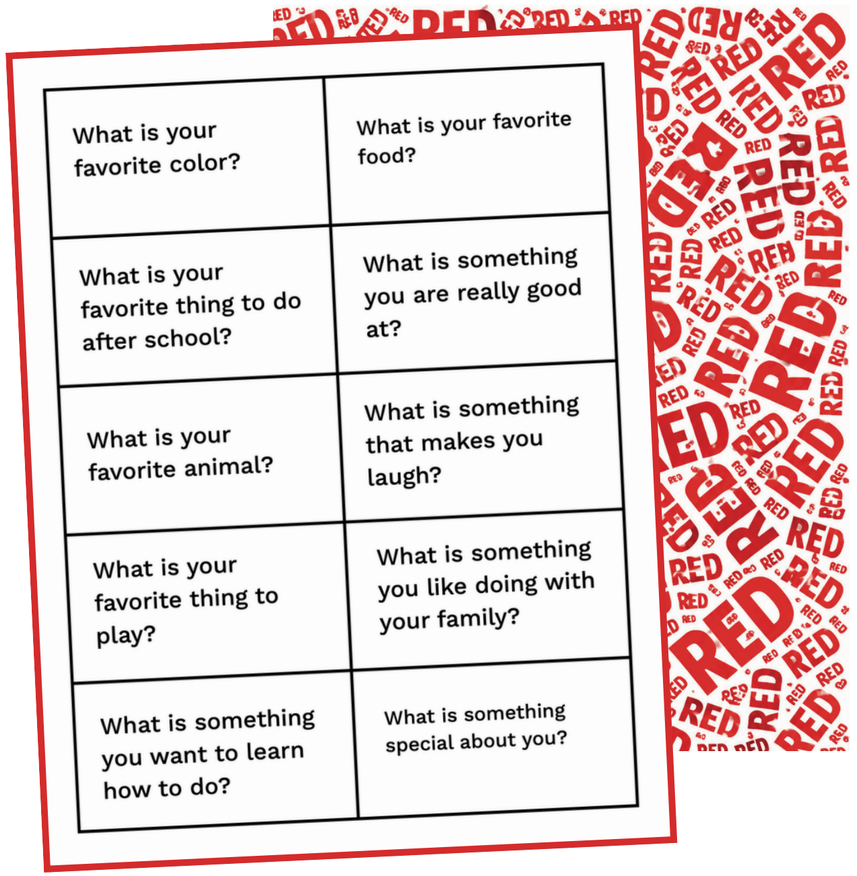
Set 7: Rank It!

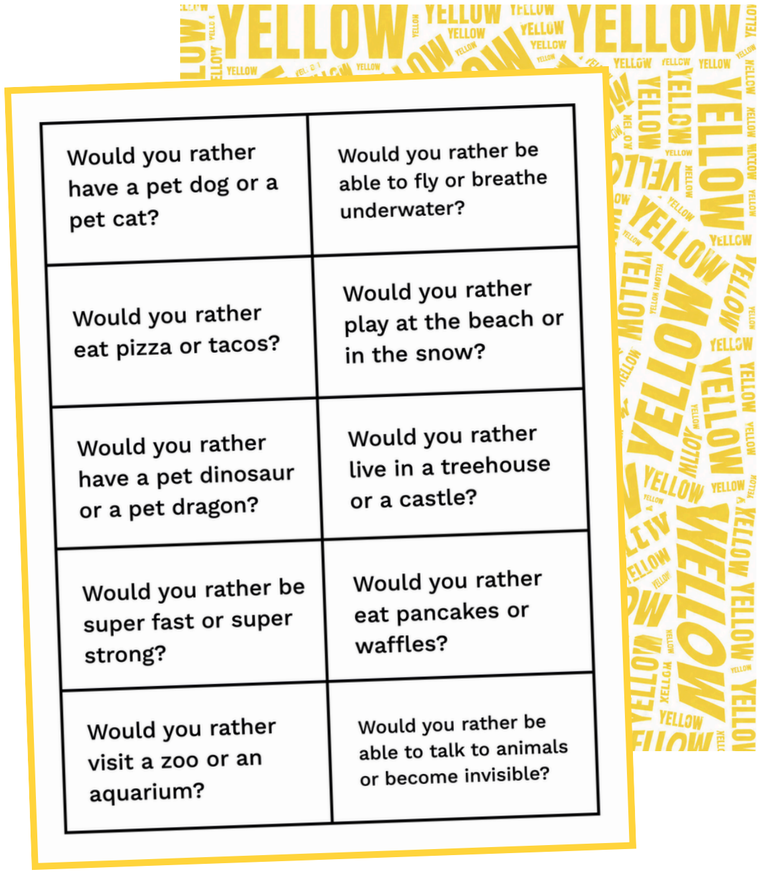
Rank each group 1–3, with 1 being your favorite. Tell why you chose your #1.

1			
2			
3			
4			
5			
6			
7			
8			
9			

Grade level is not printed on resource so you can use it with older students

CANDY LAND CARDS





6 Color Categories

- Would You Rather?
- All About Me
- Imagine That!
- Favorites
- Silly Stuff
- Finish the Sentence

Patterned back pages allow you to print in color or greyscale

UNO GAME MAT

Question Mat

RED Would You Rather?

Would you rather

- be able to fly or become invisible?
- explore outer space or the bottom of the ocean?
- have a robot helper or a flying car?
- be able to talk to animals or speak every language?
- live in a treehouse or on a houseboat?
- have no homework or no chores?
- travel 100 years into the past or 100 years into the future?
- be super fast or super strong?
- spend a week at the beach or in the mountains?
- have unlimited books or unlimited games?
- be able to teleport anywhere or stop time?
- design a video game or make a movie?
- discover a new planet or a new animal?
- have a personal chef or a personal driver?
- always get to choose the music or always get to choose the movie?

YELLOW Tell About You

What is

- something you are really good at?
- your favorite way to spend a free afternoon?
- something that always makes you laugh?
- something you would like to learn how to do?
- a topic you know a lot about?
- something you are proud of?
- your favorite thing to do with friends?
- one thing you look forward to ev
- your favorite place you have ev
- something you like to create or
- one thing that can make a bad
- something you have gotten be
- your favorite part of the schoo
- something you wish you had n

If you could teach the group abou
teach?

ACTION CARDS

Skip — PASS: You don't have to answer a question.
Reverse — FLIP IT: Draw a question for your color, but choose another player to answer it.
Draw Two — DOUBLE UP: Answer two questions from the color you played.
Wild — YOUR CHOICE: Choose any color and answer a question from that category.
Wild Draw Four — EVERYBODY IN: Choose one color. Everyone answers the same question.

GREEN What If?

What if you could...

- be the principal for one day? What would you do first?
- invent a new school subject? What would it be?
- have $500 to spend on anything

BLUE Pick and Defend

Choose one and explain why.

- Books or movies?

cks?
es?
k alone?
ark?
vl?
omething?
ide as you go?
turn to your favorite place?
pretty good at lots of

How to Play

What you need: A standard UNO deck, the Question Mat, and 2–6 players.

The basics: Play UNO by the normal rules. The Question Mat turns each color into a question category: Red (Would You Rather), Yellow (Tell About You), Green (What If), Blue (Pick and Defend). Action cards follow the Action Card key on the mat.

Game 1: Every Card Talks
Each time you play a card, answer one question from that card's color.
Best for small groups (2–3 students) or when you want maximum conversation. The game moves slower, so consider playing to a shorter goal, like the first player down to 3 cards.

Game 2: Lucky Numbers
Before starting, pick one "talking number" (for example, 5). You only answer a question when you play that number. The color of the card decides your category. This keeps the game moving at near-normal speed with questions sprinkled in.
Good for students who feel put on the spot; the randomness makes sharing feel low-pressure.

Game 3: Color Change Chat
You only answer a question when you change the color of play (playing a red 7 on a blue 7, or playing a Wild). Answer from the new color you set. This rewards strategic play and creates natural pauses.
A good middle ground with fewer questions than Game 1, more than Game 2.

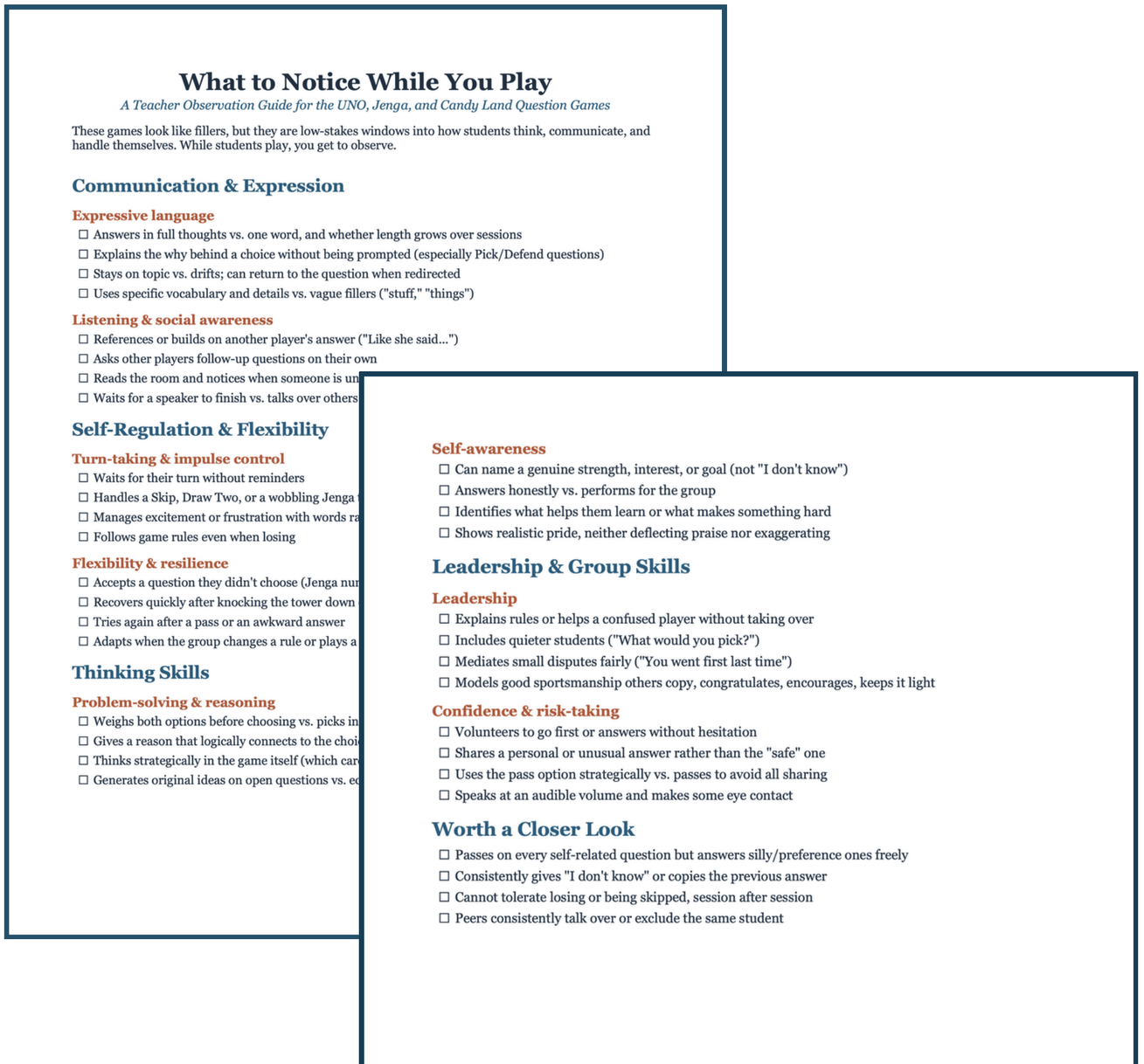
Game 4: Action Card Answers
Number cards play normally with no questions. Only Action cards trigger talking, using the mat's key: Skip = pass on answering, Reverse = pick someone else to answer, Draw Two = answer two questions, Wild = your choice of category, Wild Draw Four = everyone answers the same question.
This is the fastest-paced version and works well as a true filler activity when time is short.

Teacher tips:

- No wrong answers, and "pass" is always allowed once per game, but a pass means you draw one card.
- For reluctant talkers, let students answer with one word or one sentence first, then ask a follow-up only if they seem willing.
- You can play too! Students often open up faster when the teacher answers first.

4 Game Variation Ideas

OBSERVATION GUIDE



What to Notice While You Play

A Teacher Observation Guide for the UNO, Jenga, and Candy Land Question Games

These games look like fillers, but they are low-stakes windows into how students think, communicate, and handle themselves. While students play, you get to observe.

Communication & Expression

Expressive language

- ☐ Answers in full thoughts vs. one word, and whether length grows over sessions
- ☐ Explains the why behind a choice without being prompted (especially Pick/Defend questions)
- ☐ Stays on topic vs. drifts; can return to the question when redirected
- ☐ Uses specific vocabulary and details vs. vague fillers ("stuff," "things")

Listening & social awareness

- ☐ References or builds on another player's answer ("Like she said...")
- ☐ Asks other players follow-up questions on their own
- ☐ Reads the room and notices when someone is un
- ☐ Waits for a speaker to finish vs. talks over others

Self-Regulation & Flexibility

Turn-taking & impulse control

- ☐ Waits for their turn without reminders
- ☐ Handles a Skip, Draw Two, or a wobbling Jenga
- ☐ Manages excitement or frustration with words ra
- ☐ Follows game rules even when losing

Flexibility & resilience

- ☐ Accepts a question they didn't choose (Jenga nu
- ☐ Recovers quickly after knocking the tower down
- ☐ Tries again after a pass or an awkward answer
- ☐ Adapts when the group changes a rule or plays a

Thinking Skills

Problem-solving & reasoning

- ☐ Weighs both options before choosing vs. picks in
- ☐ Gives a reason that logically connects to the choi
- ☐ Thinks strategically in the game itself (which car
- ☐ Generates original ideas on open questions vs. ec

Self-awareness

- ☐ Can name a genuine strength, interest, or goal (not "I don't know")
- ☐ Answers honestly vs. performs for the group
- ☐ Identifies what helps them learn or what makes something hard
- ☐ Shows realistic pride, neither deflecting praise nor exaggerating

Leadership & Group Skills

Leadership

- ☐ Explains rules or helps a confused player without taking over
- ☐ Includes quieter students ("What would you pick?")
- ☐ Mediates small disputes fairly ("You went first last time")
- ☐ Models good sportsmanship others copy, congratulates, encourages, keeps it light

Confidence & risk-taking

- ☐ Volunteers to go first or answers without hesitation
- ☐ Shares a personal or unusual answer rather than the "safe" one
- ☐ Uses the pass option strategically vs. passes to avoid all sharing
- ☐ Speaks at an audible volume and makes some eye contact

Worth a Closer Look

- ☐ Passes on every self-related question but answers silly/preference ones freely
- ☐ Consistently gives "I don't know" or copies the previous answer
- ☐ Cannot tolerate losing or being skipped, session after session
- ☐ Peers consistently talk over or exclude the same student

Use for general observation or as an individual student checklist



My name is Cathy White, Ed.D., and I'm the creator behind Pathwise Works. I've spent 25+ years in education, and I build frameworks and systems to help educators have **more time** to actually teach.

Work smarter, not harder!

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