

WOULD YOU RATHER



Name: _____

Would You Rather?

1.	2.	3.	4.
5.	6.	7.	8.
9.	10.	11.	12.
13.	14.	15.	16.
17.	18.	19.	20.



20 Would You Rather?

Be an expert in playing video game or board games?



Would You Rather?

Magic carpet that can take you anywhere instantly or magic wand that can transport you to different places

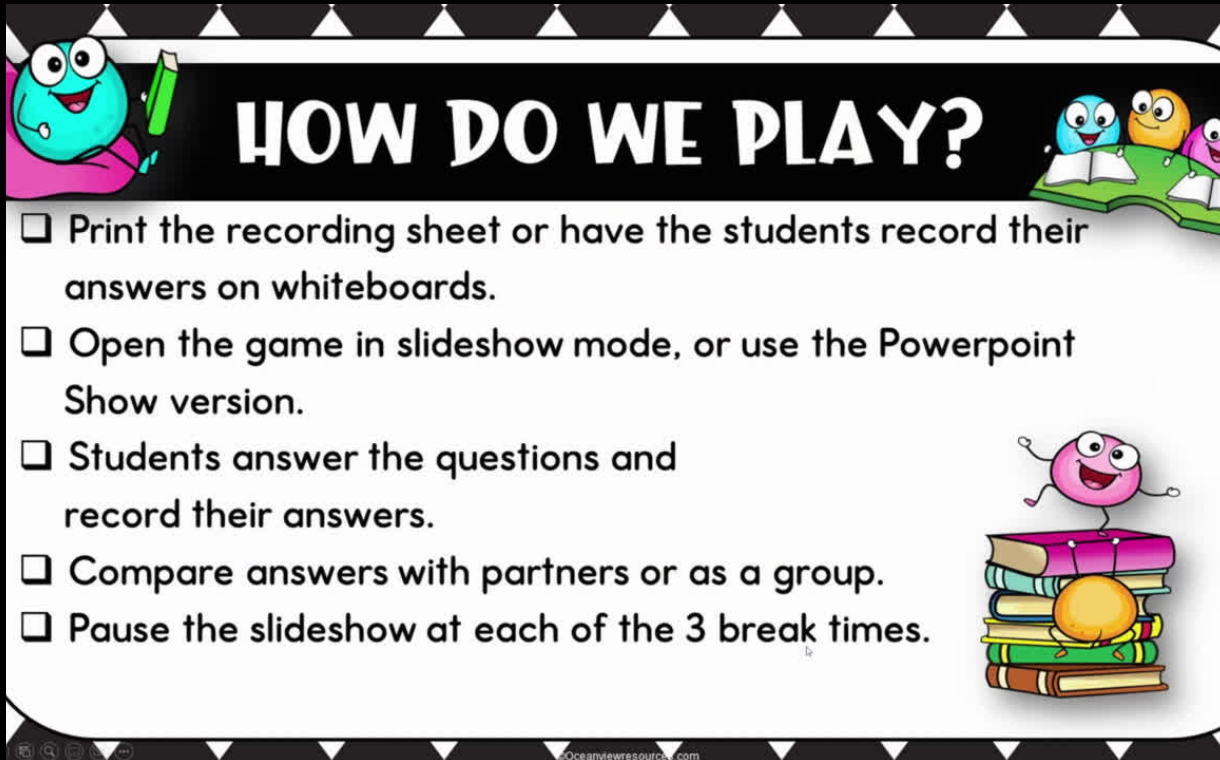


WITH FUN EXERCISE BREAKS

🎉 Ignite Classroom Excitement with this fun
would you rather game!



 **Vibrant Visuals: Captivate the attention of your students with visually appealing slides featuring fun and friendly illustrations. The lively colors and playful design create an inviting atmosphere, setting the stage for an interactive adventure.**



HOW DO WE PLAY?

- ☐ Print the recording sheet or have the students record their answers on whiteboards.
- ☐ Open the game in slideshow mode, or use the Powerpoint Show version.
- ☐ Students answer the questions and record their answers.
- ☐ Compare answers with partners or as a group.
- ☐ Pause the slideshow at each of the 3 break times.

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 **30 Pairs of Dilemmas:** Explore a treasure trove of 30 thought-provoking "Would You Rather" dilemmas. From fantastical scenarios to everyday choices, each pair of questions sparks curiosity, laughter, and animated discussions

 **Interactive Whiteboard Magic:** Seamlessly navigate through the PowerPoint on your interactive whiteboard. The interactive features allow students to make their choices by selecting options directly on the board, fostering active participation.

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Would You Rather?

Be an expert
in playing
video game

or

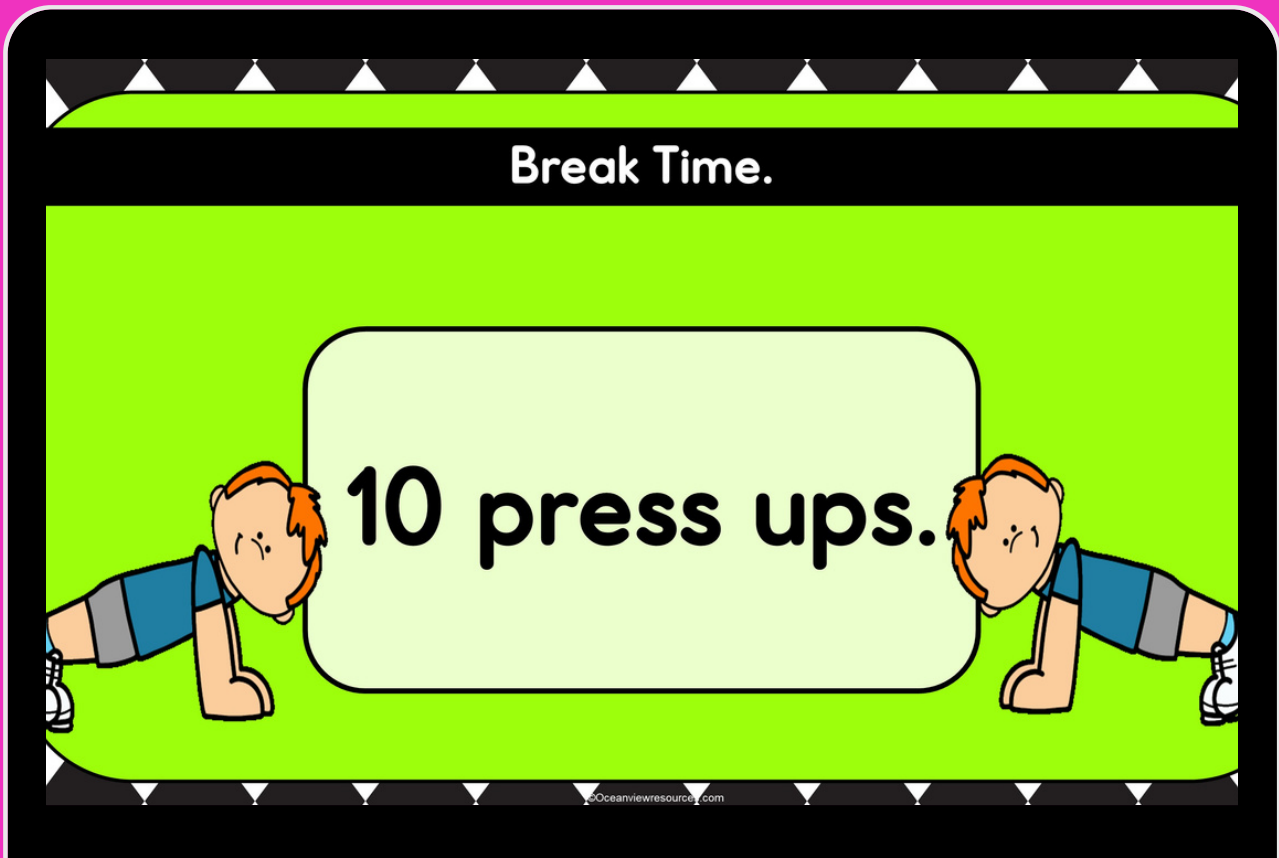
board
games?



 **Critical Thinking:** Encourage students to think critically and make decisions based on their preferences. Every question is a doorway to lively debates and shared insights.

 **Quick Brain Breaks:** Use the PowerPoint as a delightful brain break or as an engaging activity to fill those transitional moments during the day. It's a surefire way to infuse energy into your classroom

 **Easy Implementation: No prep needed! Simply display the PowerPoint and let the interactive fun begin. It's an effortless way to incorporate joy and decision-making into your lessons.**



 **Discussion Opportunities: Use each**

dilemma as a springboard for class

discussions. Encourage students to

share their reasons behind their

choices, promoting communication and

camaraderie.

Wou

13

Wou

Magic carpet
that can take
you anywhere
instantly

Be able to
time travel
to the past

