

Seasons Game

For this game, a calendar year has been divided up into one minute with each month having 5 seconds. As a start, you may wish to do this for or at least discuss how the calendar seasons are divided equally into 3 months each.

1. Have students name the seasons and give a brief description of each season, including typical signs of or activities for each season. For example, in spring we think of plants and flowers budding and blooming. In summer we are hot and enjoy swimming. A typical sign of fall is falling leaves, and winter brings cold temperatures along with snow.
2. Brainstorm which months actually feel like that season's weather in your home state. In Phoenix, we usually come up with this:

spring: 1 month (mid-Feb through Mid-March) 5 seconds
summer: 6 months (mid-March through September) 30 seconds
fall: 3 months (October - mid-December) 15 seconds
winter: 2 months (mid-December - mid-February) 10 seconds

3. Let the class decide an action to represent each season. Here are some suggestions:

winter: quickly rub arms while saying "BRRRRR!!"
spring: simulate a flower popping up and opening and say, "Ahhhhh!"
summer: wipe your forehead with the back of your hand while panting and saying, "Whew!"
fall: flutter hands downward like falling leaves and say, "Fall!"

4. Correlate a minute on the clock with the amount of time seasonal weather is felt in your state, giving each month 5 seconds. (see Phoenix example above)
5. Have the students do the actions for each season as felt in their home state for one minute, announcing when the next season starts, signaling a change in actions.
6. Then have them do it for Alaska using these times:

winter - 35 seconds - 7 months
spring - 10 seconds - 2 months
summer - 5 seconds - 1 month
fall - 10 seconds - 2 months