Task Cards Template

Instructions:

- **Determine what the concept will be for this set of task cards.**
- **Fill in equations on each task card.**
- **Fill in the answer key on the last page.**

****If you would like to add QR codes to your task cards:**

- **Find a free QR code generator on the internet. I use the QR Code Generator but you can use any one that you prefer.**
- **Generate the QR code for each answer and save it to your computer (make sure you name the file something easy to find).**
- **Insert the correct QR code onto each task card. Usually the QR codes are placed in one of the corners of the task card, but you can place it anywhere you like on the card.**

SCOOT! Directions:

Materials

- Timing device (optional)
- Recording sheets: 1 per student
- Question cards: 1 set
- Smart device with QR reader app installed: 1 per student

Preparation

- Tape/place SCOOT! cards around the room in order.
- Print recording sheets for each student

Playing the game

- Have students stand next to one of the cards (one student at each card).
- When the teacher says "Go!" students will solve their problem, showing all work on their recording sheet. Students should make sure they do their work in the box on the recording sheet that matches the SCOOT! card number. For example, it the student is standing in front of card number 5, he should do the work in box number 5 on the recording sheet.
- When the student has determined his answer to the problem, he will use his QR reader app on his smart device to check his answer. Student will mark his answer as right or wrong. If the teacher has not instructed the students to SCOOT! yet, the student may try to correct their error if their answer to the problem was incorrect.
- When the teacher has determined that students have had enough time to work on their problem, the teacher will say "SCOOT!" and the students will rotate to the next card (student working at card 5 will go to card 6, student at card 10 will go to card 11, etc.).
- Students will keep rotating each time the teacher says "SCOOT!" until the students are back at the card that they started at.
- If you have time (or later in the day or the next day), go over the answers with your learners.

***. Before playing a game of SCOOT it in important to practice the moving around aspect of the game. Students should only move when the teacher says "SCOOT!". If the student has not yet finished their problem, he should still move onto the next card.

*** These cards may also be used as task cards in a math station.

1

$2 + 2 = 4$

2

$2 + 2 = 4$

3

$2 + 2 = 4$

4

$2 + 2 = 4$

5

$2 + 2 = 4$

6

$2 + 2 = 4$

7

$2 + 2 = 4$

8

$2 + 2 = 4$

9

$2 + 2 = 4$

10

$2 + 2 = 4$

11

$2 + 2 = 4$

12

$2 + 2 = 4$

13

$2 + 2 = 4$

14

$2 + 2 = 4$

15

$2 + 2 = 4$

16

$2 + 2 = 4$

17

$2 + 2 = 4$

18

$2 + 2 = 4$

19

$2 + 2 = 4$

20

$2 + 2 = 4$

21

$2 + 2 = 4$

22

$2 + 2 = 4$

23

$2 + 2 = 4$

24

$2 + 2 = 4$

25

$2 + 2 = 4$

26

$2 + 2 = 4$

27

$2 + 2 = 4$

28

$2 + 2 = 4$

Name _____

Answer Sheet

1.	2.	3.	4.	5.	6.	7.
8.	9.	10.	11.	12.	13.	14.
15.	16.	17.	18.	19.	20.	21.
22.	23.	24.	25.	26.	27.	28.

Answer Key

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

17.

18.

19.

20.

21.

22.

23.

24.

25.

26.

27.

28.