



GAME: THINK FIRST CHALLENGE COURSE!

*A movement-based obstacle game that teaches kids to **STOP, THINK, and CHECK** before acting.*



GOAL OF THE GAME

Players practice pausing, thinking, and checking for clues *before* making a decision — just like when they see something online.

The game teaches the three big Critical Thinking questions through movement:

1. **STOP** (Freeze and assess the situation)
2. **THINK** (Look for clues)
3. **CHECK** (Make a smart choice)



WHAT YOU NEED

- Cones or markers
- 3 large signs that say **STOP, THINK, CHECK**
- 12–20 picture cards:
 - Some **realistic** (e.g., weather alerts, school announcements)
 - Some **wild/silly** (flying hamster, pizza tree, dinosaur on beach)
 - Some **needs checking** (new rules, half-truths, rumors)
- Open space (gym, hallway, library carpet area)
- Optional: music for excitement



SETUP

1. Set up a simple “course” with 3 stations:
 - **Station 1: STOP**
 - **Station 2: THINK**
 - **Station 3: CHECK**
2. Scatter the picture cards at Station 2.
3. Students line up at the starting cone.

HOW TO PLAY

Step 1 – STOP (Freeze Zone)

When the teacher blows the whistle:

- The first student RUNS to the **STOP** sign.
- When they step into the STOP circle, they *must freeze completely*.

Teacher says:

“Online, when something looks wild... we STOP first!”

They may only move on when the teacher says,
“THINK!”

Step 2 – THINK (Clue Zone)

At this station:

- The student picks up **one picture card**.
- They study it for 5–7 seconds.

Teacher asks:

- “Does this make sense?”
- “Does this look real or could it be fake?”

- “What clues do you notice?”

The student must name ONE clue (real or fake):

- “Trees don’t grow pizza.”
- “Weather alerts come from real places.”
- “Dinosaurs are extinct.”
- “This looks real because it has a school logo.”

When ready, the teacher says:
“CHECK!”

Step 3 – CHECK (Smart Choice Zone)

Here, the student must choose one of three boxes/hoops:

-  **REAL** (believable)
-  **FAKE** (impossible)
-  **NEEDS CHECKING** (not sure)

They place the picture card in the box they chose.

Teacher praises the thinking, not the answer:

“Great job using your brain! That’s what Media Masters do!”

Then the next student begins.

VARIATIONS

1. Team Relay Mode

Teams race through the stations, but they only move forward when the whole group has answered the clue questions.

2. Emotion Trap Round

At THINK station, add cards that trigger emotions:

- “Your friend is being talked about!”
- “Everyone is saying THIS!”
Students name the **emotion** and how it might trick them.

3. AI Challenge Round

Mix in AI-generated images.

Kids must explain *why* they picked REAL or FAKE.



TEACHER WRAP-UP SCRIPT

“Critical Thinking means using your brain before your fingers!
Online, things can look real even when they aren’t.
But when you STOP... THINK... and CHECK...
you stay safe, make smart choices,
and become a true Media Master!”

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