

# Inspect and Sketch

*USE THE REMEMBER SUCCESS SKILL TO INSPECT A HOUSE*

## TIME

20-25 minutes

## STRUCTURE

Large group, small groups, pairs

## MATERIALS

- House Cards (1 set per group of players)
- Paper and tools for drawing
- Something to cover the cards (folder, notebook, etc.)

## PREPARE AHEAD OF TIME

- Print out as many cards as you need.

## CAREER BUNDLE

Building

## SUCCESS SKILL

Remember: Hold new information in your mind to use when you need it.

## ASL SUCCESS SKILL SIGNS

Use these signs when talking with children. This is a tool to help them learn the Success Skills.

Remember: Make two fists with your hands with the thumbs extended up on both. Place both hands in front of your chest. Take your non-writing hand's thumb to your forehead. Then bring it down to touch your writing hand's thumb twice.

## 20 MIN: HOW TO PLAY (large group, pairs, small groups)

1. Stack the House Cards in the center of the playing area. The front side of the cards has a picture of a house, and the back side has the scoring. Hide the cards under a folder or piece of paper so neither side can be seen.
2. When everyone is ready, place one House Card, house side up, where everyone can see it. Let everyone look at the card for about 15 seconds. Then, hide the card again. No one is allowed to draw or write anything during this time.
3. Once the card is hidden, players spend about 1 minute redrawing the house.
4. When everyone is done drawing, take the House Card back out and turn it over to the scoring side.
5. Everyone gets 1 point for each of the features on the scoring side they remembered to draw. The Construction Manager who remembered the most wins, and gets to keep the House Card.
  - a. (Optional) The first person to win 3 House Cards ends the game.
  - b. In case of a tie, players can either share the card, or the group can decide whose drawing looks the most like the House Card.

## GROUP MANAGEMENT

1. If you have access to a projector, you can play this game by projecting the House Card to the whole room, removing it for drawing time, and then projecting the scoring side. If you choose to play this way, make sure players still have a chance to look around at what other player drew.
2. You can split a large group into groups of 3-5. Then, call out when to do each step. Walk around the groups and keep track of the time for everyone.
3. Time limits for looking at the House Card and for drawing are flexible, but you'll be surprised how much everyone can remember! Use our suggested times first, then adjust the difficulty level from there.
4. Scoring is a time for reflection, if your group is having a hard time with scoring with numbers, you can talk through each house feature together. Make sure players notice when they forgot a feature.

## 10 MIN: INTRODUCTION

**Say,** “We are going to play a game about Construction Managers. Construction Managers check buildings, like houses and offices, to make sure they are safe for people in their community. They look for things that are broken or need to be fixed. Once they’re done inspecting, they lead the construction workers who fix all the problems they found.

You will use the **Remember** Success Skill for this game. Construction Managers use the **Remember** Success Skill when they do their work. This is because they look all around a

*building and then need to **Remember** what was broken so they can write it down for it to be fixed later. You also use the **Remember** Success Skill in your everyday life! For example, you use it when you learn a new word in a different language and then try to **Remember** what it is to use it again. In our game, we will be the Construction Managers!*

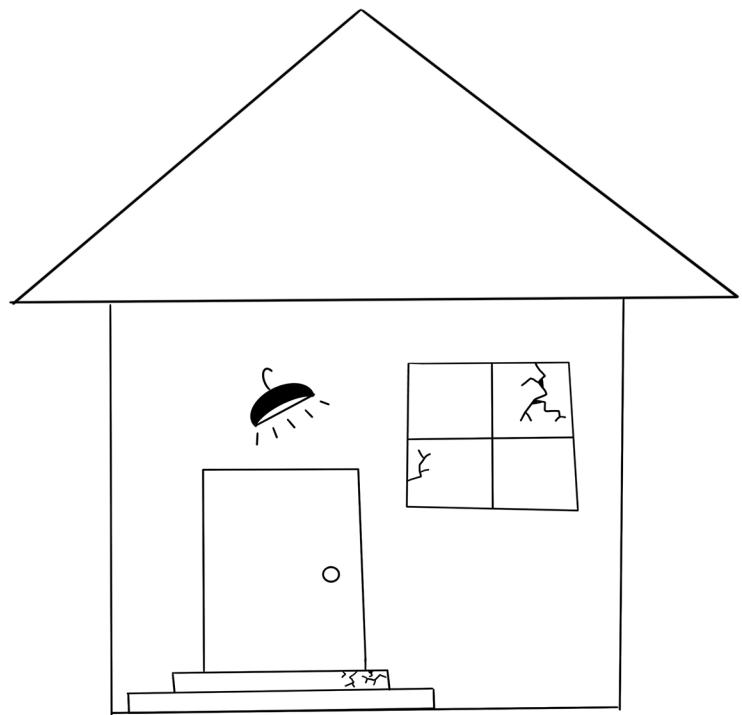
*For this game, you will be shown a picture of a house, and you are going to try to **Remember** as much as you can about what it looks like. Look for things that stand out about the house. Then, we will hide the image of the house and you are going to try to draw it just like it was. See how much you can **Remember** about what the house looks like!*

### **5 MIN: REFLECTION**

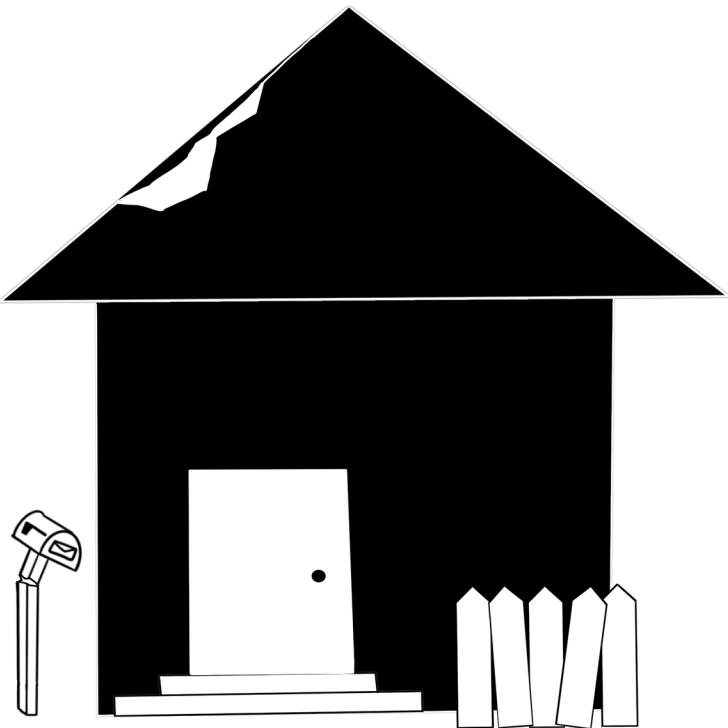
Have a brief discussion with children about the activity. Say,

- “What Success Skill did you use today?”
- “Why is it important to use the **Remember** skill when inspecting a house?”
- “It’s important to **Remember** in a lot of jobs. What is another job that also uses this success skill?”

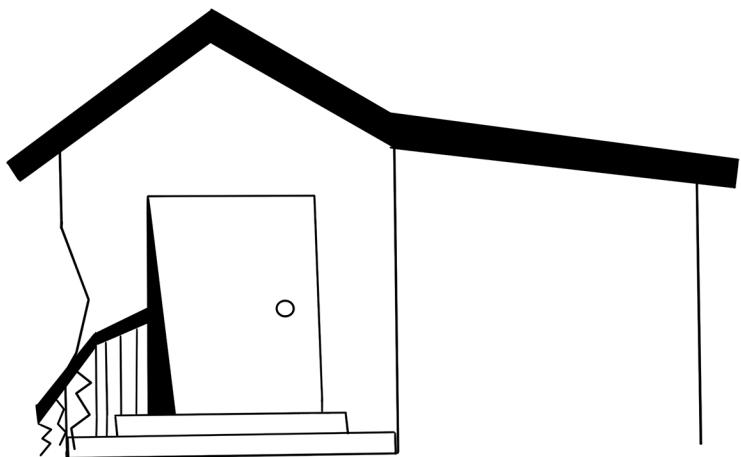
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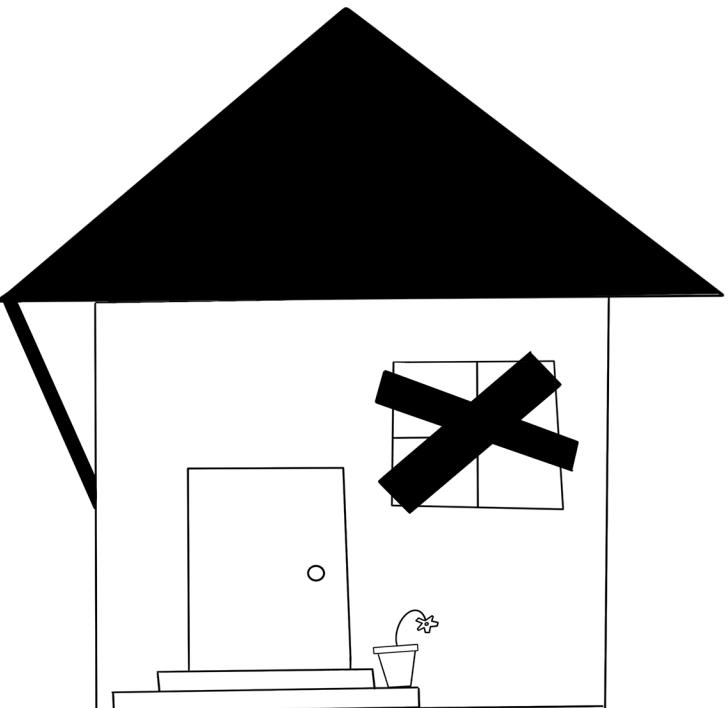
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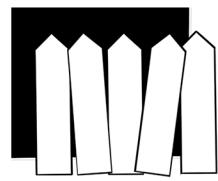
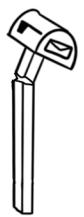
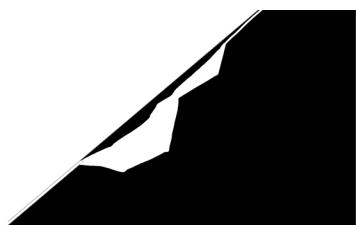
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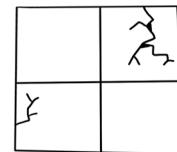
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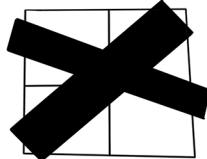
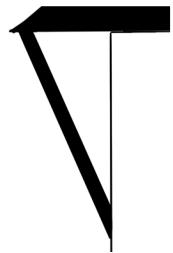
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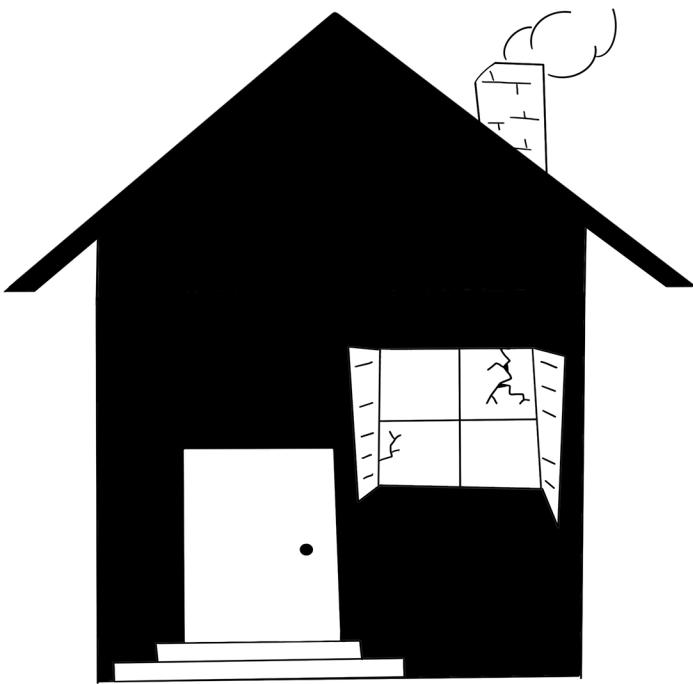
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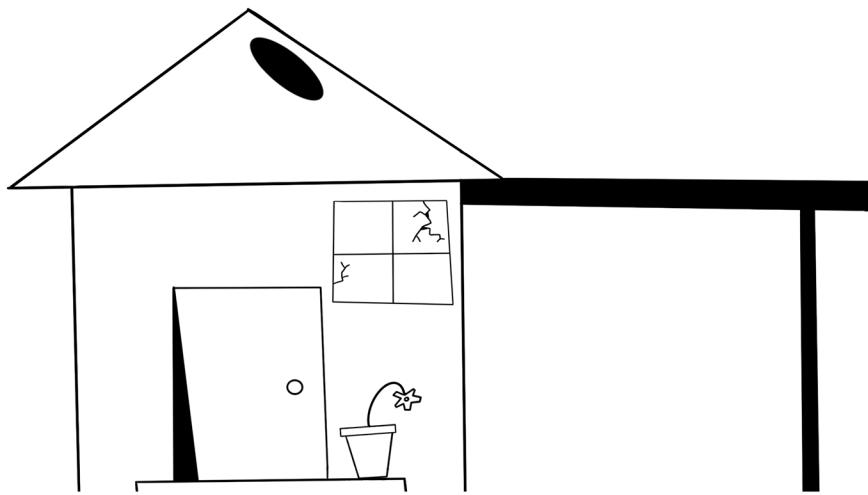
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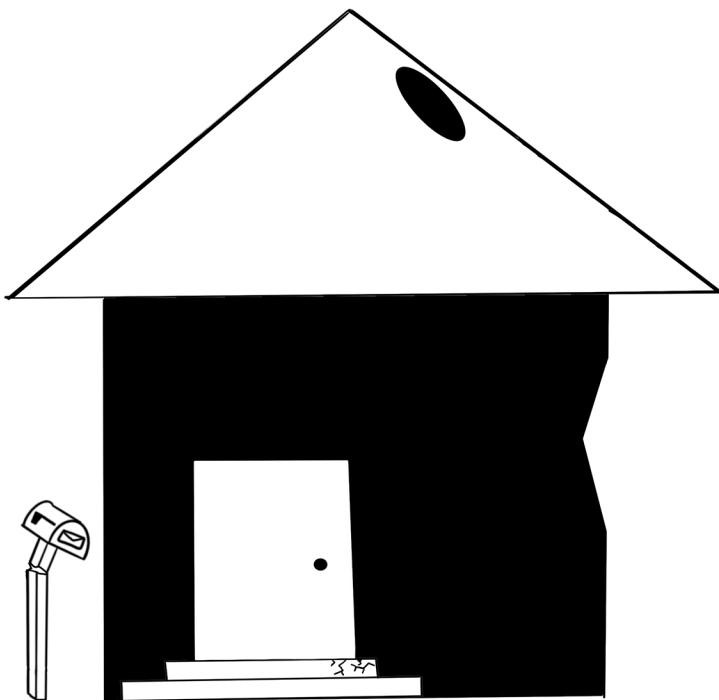
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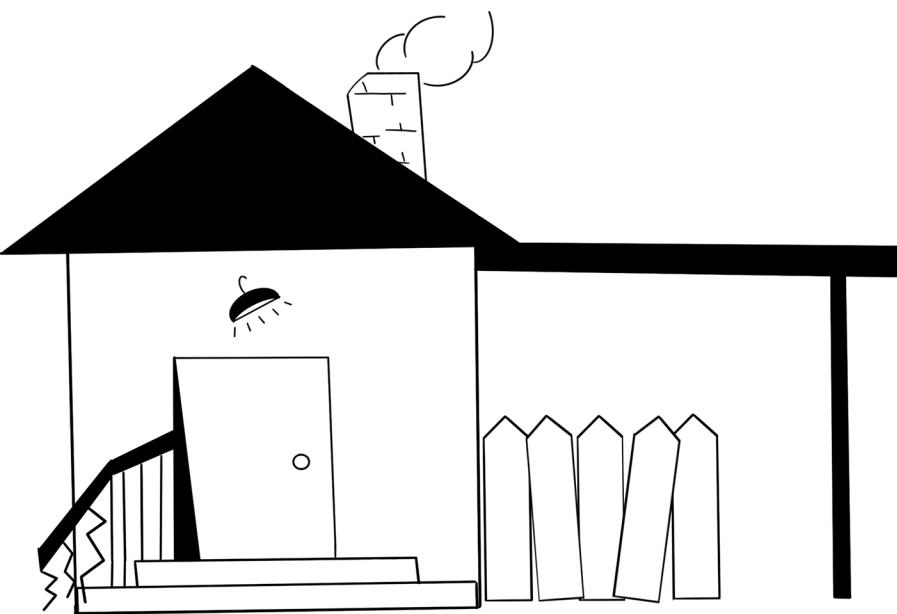
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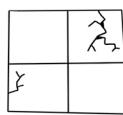
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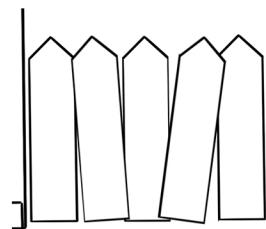
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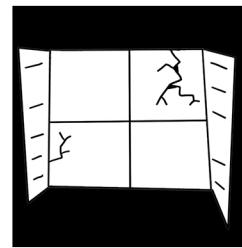
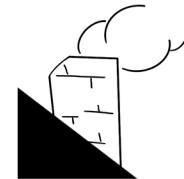
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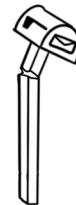
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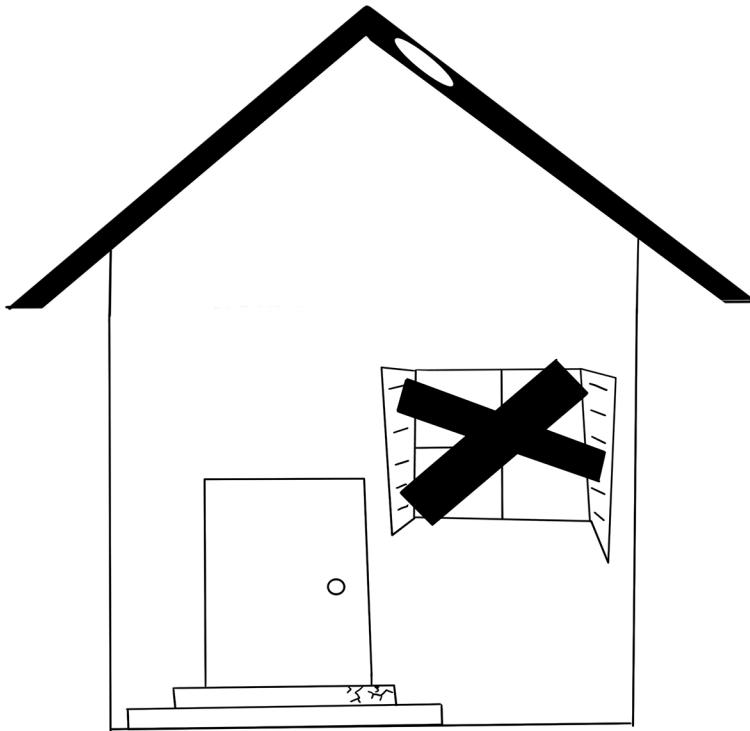
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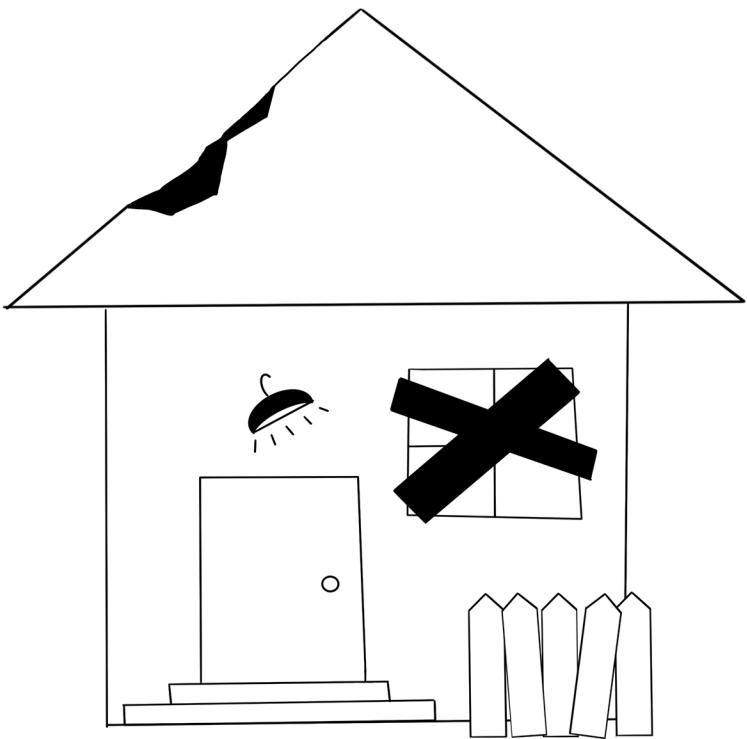
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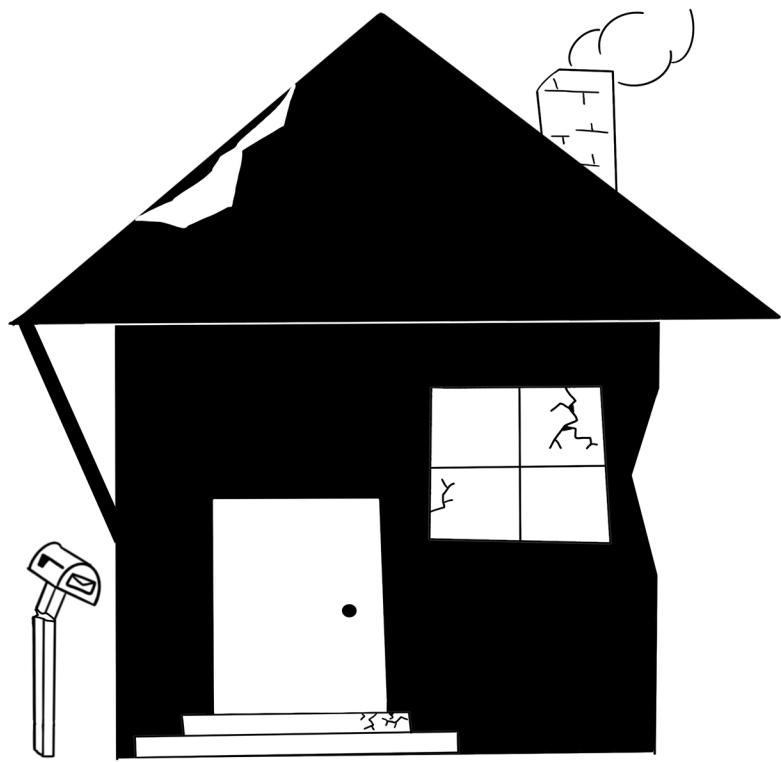
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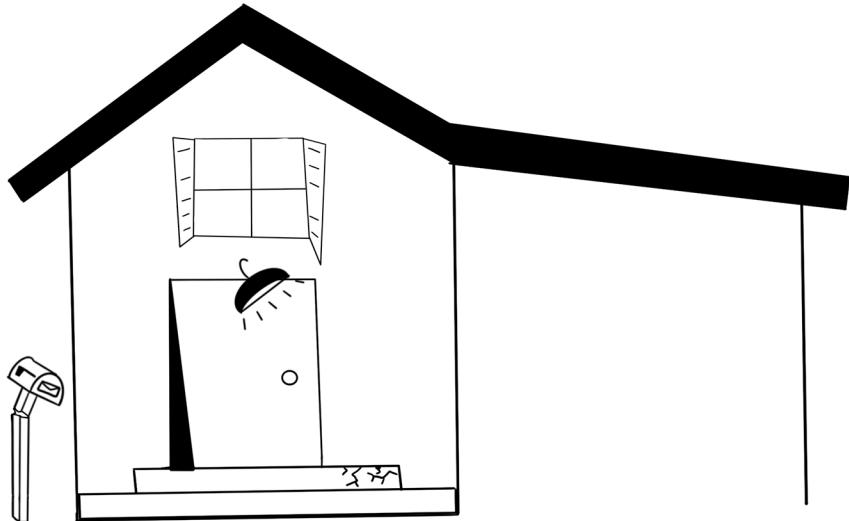
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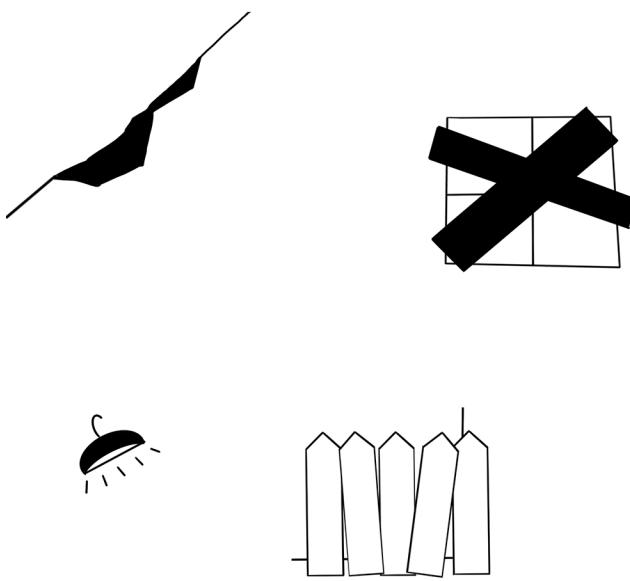
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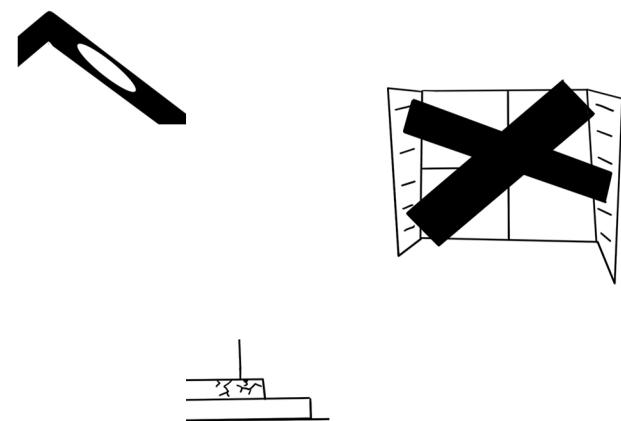
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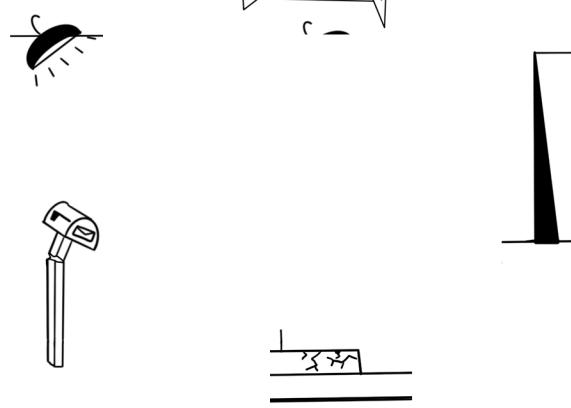
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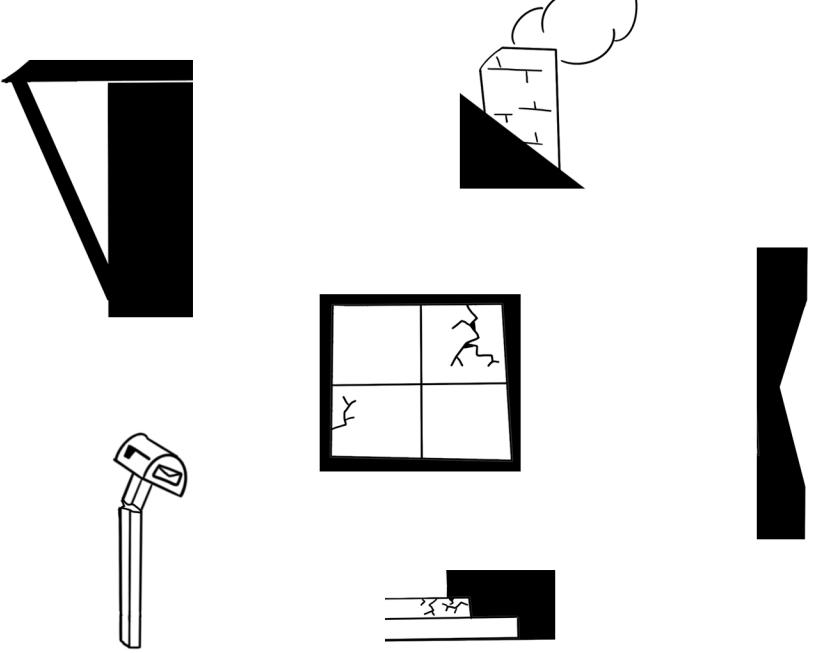
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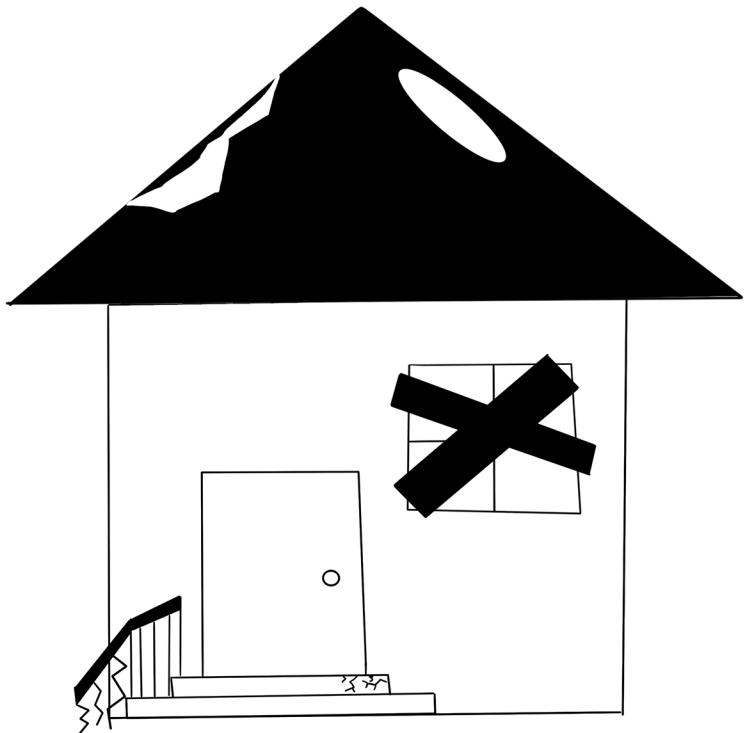
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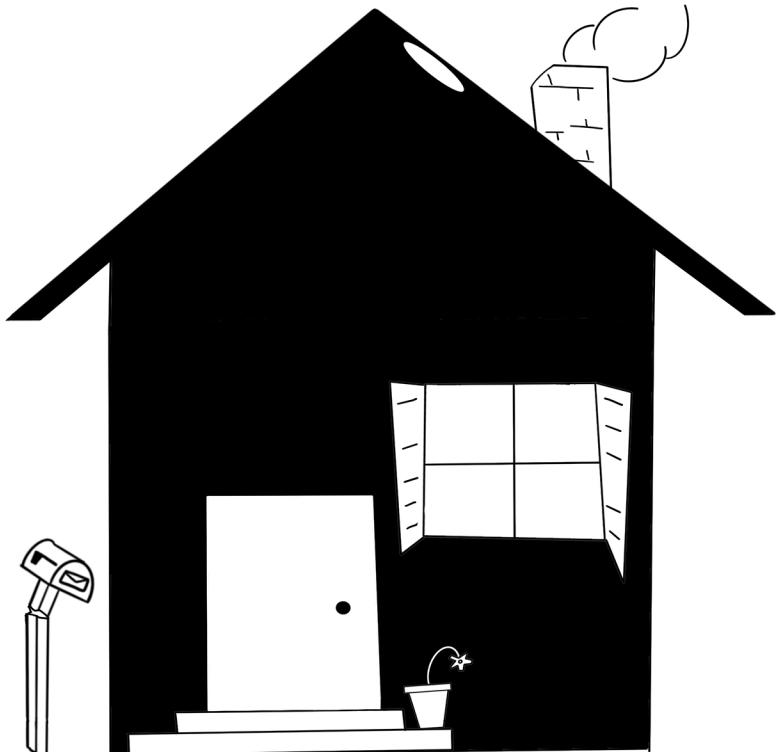
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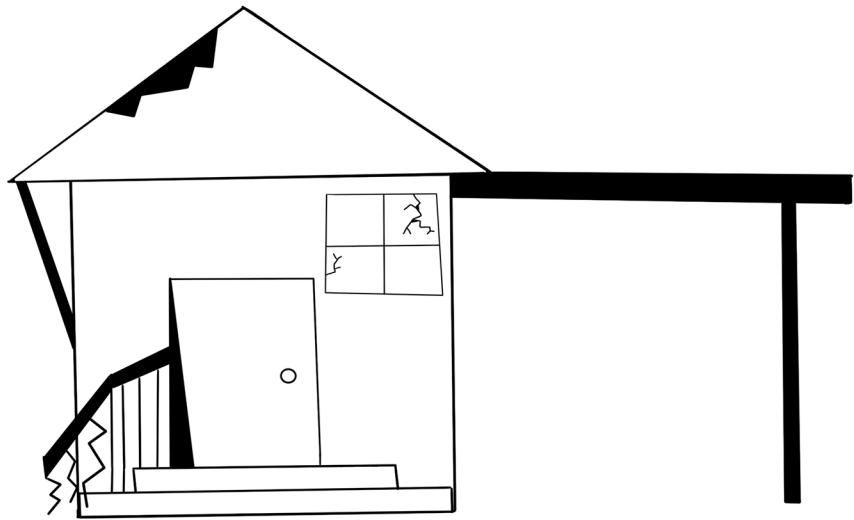
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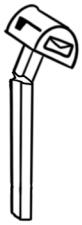
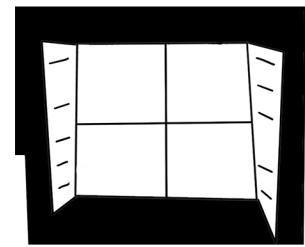
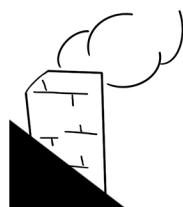
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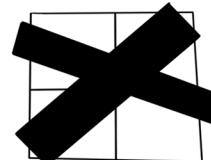
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