

Name: _____ **Date:** _____

Super Sportsman Kindergarten Game Quiz

Turn-taking, emotional regulation, and inclusive play. These scenario-based questions help young learners apply fair play to everyday schoolyard games.

1. Your friend falls down while you are playing tag. What is the best thing to do?

- A. Keep running so you can win the game
- B. Stop and ask if they are okay
- C. Laugh because they fell down
- D. Tell them they are out because they stopped

2. If you lose a game, it is okay to shout at the other team.

- A. True
- B. False

3. When the game is over, we say ' ____ game' to the other players.

- A. Bad
- B. Fast
- C. Good
- D. Funny

4. The gym teacher says the ball was 'out,' but you think it was 'in.' What should you do?

- A. Argue with the teacher
- B. Sit on the floor and refuse to play
- C. Listen to the teacher and keep playing
- D. Throw the ball away

5. A good sport always follows the ____ of the game.

- A. rules
- B. colors
- C. sounds
- D. weather

6. Cheating is a good way to make sure everyone has fun.

- A. True
- B. False

7. There is a new student who doesn't know how to play kickball. What should you do?

- A. Tell them they can't play
- B. Invite them to join and show them what to do
- C. Run away so they can't find you

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D. Ignore them

8. When it is someone else's turn to hit the ball, you should _____ for them.

- A. cry
- B. sleep
- C. cheer
- D. hide

9. It is important to wait for your turn during a relay race.

- A. True
- B. False

10. Your team wins the race! How should you act?

- A. Tell the other team they were too slow
- B. Do a dance to show off
- C. Be happy but don't brag or boast
- D. Pretend you didn't win