

Name: _____ **Date:** _____

Tiny Teammates: Pre-K Sportsmanship Rhymes & Rules Quiz

Preschoolers practice taking turns and cheering for friends while learning how to handle losing a game with a smile.

1. The Red Duck and Blue Duck are racing. Blue Duck wins! What should Red Duck do?

- A. Cry and hide the racing shoes
- B. Give Blue Duck a high-five
- C. Say the race was not fair
- D. Sit down and refuse to move

2. If you are playing a game and a friend falls down, you should stop to help them up.

- A. True
- B. False

3. When we wait for our turn on the slide, we are being a _____.

- A. Fast runner
- B. Good sport
- C. Loud shouter
- D. Grumpy bear

4. Is it okay to change the rules of the game so that you can win?

- A. True
- B. False

5. Your coach tells the team to stop running. What is the best thing to do?

- A. Keep running until you get tired
- B. Ask if you can run one more mile
- C. Listen and stop right away
- D. Hide behind a tree

6. Your friend drops their ball during a game. How can you be a 'Heart Champion'?

- A. Kick their ball away
- B. Help them pick it up
- C. Laugh because they dropped it
- D. Run away with the ball

7. At the end of a big game, we say '_____ Game' to our friends.

- A. My
- B. Bad
- C. Good

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D. No

8. It is okay to use 'mean words' if you lose the game.

- A. True
- B. False

9. You think the ball touched the line, but the teacher says it stayed inside. What do you do?

- A. Listen to the teacher and keep playing
- B. Throw the ball on the ground
- C. Yell 'No it didn't!'
- D. Leave the playground

10. A person who plays by the rules and is kind is called a _____.

- A. Giant
- B. Teammate
- C. Winner
- D. Fastest