Name: _____   Date: _____

Stomping Through the Sizzling Sportsmanship Safari for Pre-K

Little learners identify caring choices and analyze tricky playground dilemmas to build foundational emotional intelligence during active play.

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1. Imagine your friend is the 'Tag' monster and they fall down while chasing you. What is the most helpful thing to do?

    A. Keep running so you don't get caught.

    B. Stop and ask if they are okay.

    C. Laugh because they fell down.

    D. Tell them they are too slow for the game.

2. If the teacher says you are 'out' in a game of Duck, Duck, Goose, you should stomp your feet and say 'No!'

    A. True

    B. False

3. When we finish a big race, we should look at our friends and say: 'Good _____!'

    A. Job

    B. Bye

    C. Luck

    D. Day

4. You are playing with a sparkly ball and another friend wants a turn. What is the best way to share?

    A. Hide the ball behind your back.

    B. Cry until they go away.

    C. Invite them to play 'catch' together.

    D. Tell them the ball is only for you.

5. It is okay to be sad if you lose a game, but we must still be kind to the winners.

    A. True

    B. False

6. A person who follows the rules even when the teacher isn't looking is being _____.

    A. Loud

    B. Honest

    C. Scared

    D. Fast

7. During a relay race, your teammate is running very slowly. What should you do?

    A. Yell at them to go faster.

  B. Sit down and quit the race.

  C. Cheer for them and clap your hands.

  D. Cover your eyes so you don't watch.

8. Winner means you are the best person in the whole room and losers are not good at anything.

  A. True

  B. False

9. Before a game starts, we can wave to our friends on the other team to show _____.

  A. Silly

  B. Anger

  C. Respect

  D. Fear

10. If you see a new student standing alone during PE time, what is the 'Super Sport' thing to do?

  A. Ask them to join your team.

  B. Ignore them and play with your best friends.

  C. Tell them they don't know the rules yet.

  D. Run away so they don't talk to you.