

Do NOW - THURSDAY, OCTOBER 14, 2021

RI 4.3\_2 Explain procedures in a technical text, including what to do and why.



### ***Heads Up! Seven Up! Directions***

(The game is played inside a classroom of students, with ten to twelve players and one person who is "It.")

- Each player starts by putting his/her head down on his/her desk (so that the student cannot see) and holds out one thumb.
- The person who is "It" gets out of his/her seat and goes around touching the thumbs of six people.
- When a person's thumb is touched, he/she goes to the front of the room until the person who is "It" yells "Heads up! Seven up!"
- When "Heads up! Seven up!" is called, each player left seated raises his/her head and has three tries to guess which of the seven people in the front of the room is "It."

#### **1. How does the game begin?**

- A. Everyone has three chances to guess who is "It."
- B. The person who is "It" yells, "Heads up! Seven up!"
- C. The players put their heads down on their desks.
- D. A person touches someone else's thumbs.

#### **2. Place the following "Heads Up! Seven Up!" instructions in the correct order.**

Each player hides his or her eyes and holds out one thumb.	
Each player left seated raises his or her head.	↓
One person goes around the room.	↓
Six people go to the front of the room.	↓