

## Get Moving

**Subject:** Any as source of words

**Individual as part of Whole Class**

## 39. Cold–Hot–Not

**Objective:** To make instant decisions about whether something is cold, hot, or neither.

- *This is a fast-thinking game. If I call out something, like “ice,” that is cold, you shout “COLD.”*
- *If I call something like “fire,” you shout “HOT.”*
- *If I call something like “coffee” that can be either, you shout “NOT.”*
- *You have to pay close attention and think quickly.*
- Remind the students that not all will respond in the same way, and that’s okay. For example, for the word “opera,” the teacher might respond “Hot” if she likes opera, while students might respond “Cold” if they dislike it.
- With younger children, use concrete words. With older children, increase the difficulty by using more abstract words, and explaining that their responses depend on how they feel about the item or situation.

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### Concrete Words

- Winter, fall, spring, summer, sun, moon
- Niagara Falls, Pacific Ocean, Arctic Sea
- Sauna, shower, swimming pool, bathtub
- Foods; e.g., ice cream, spaghetti, soup, hot chocolate
- Campfire, candle flame, oven, freezer
- Steam, smoke, tornado, hurricane

### Abstract Concepts

- Homework, housework, chores
- Any school subject
- Friends, enemies, family, relatives, teachers, coaches
- Kinds of music; e.g., rap, hip-hop, classical, country, rock, pop
- Current TV shows or movies
- Current TV or movie stars, athletes, famous people
- Clothing fads or name brands; e.g., Adidas, Nike
- Popular fast food; e.g., hamburgers, tacos, milkshakes
- Familiar activities; e.g., going to the movies, going skating, talking on the phone
- Popular technology; e.g., MP3 player, camera cell phone, PDA
- Hairstyles; e.g., ponytail, buzz cut, brightly colored hair, Mohawk, dreadlocks, shaved head