


Saturday Board Game for Children's Mental Health Week

Directions for the *Saturday* Board Game made with [Flippity](#)

1. Click on this [link](#) to access the game.
2. Find the first space on the board. It is red with the number 1 and an information icon on it.
3. Click on the information icon  to find the YouTube [link](#) to listen to the *Saturday* story.
4. Draw a card and answer the question. The **blue deck with a ?** has questions about the story. The **green deck with an !** has questions about children's personal experiences and feelings.
5. Click on the die or the hand to roll a number.
6. Move that number of spaces.
7. If you land on a space with a picture (wheel, planet, orange, money, candy), you get to take an extra turn.
8. Keep going until you reach the end!

[Georgia Early Learning Standards \(GELDS Search, 2024\) for 48-60 months](#)

Communication, Language and Literacy

CLL5: The child will acquire meaning from a variety of materials read to him/her

Indicator 4b: Retells familiar stories

Indicator 4c Discusses books or stories read aloud and can identify characters and setting in a story

Social and Emotional Development

SED 3: The child will begin to demonstrate self control

Indicator 4b: Regulates own emotions and behaviors, and seeks out adult support when needed.

Indicator 4c: Regulates a range of impulses.

Indicator 4d: Manages transitions and adapts to changes in schedules and routines independently.

[ISTE Standards \(International Society for Technology in Education, 2023\):](#)

Global Collaborator

1.7 Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

Dimension b - Multiple Viewpoints: Students use collaborative technologies to work with others, including peers, experts, and community members to examine issues from multiple viewpoints.

Learning Objectives/Targets:

1. Students will play the [Saturday board game](#) (Flippity, 2024) to engage with classmates, teachers, and parents while learning social-emotional content in the context of the story.
2. Students will watch a YouTube [video](#) (Read-aloud: Saturday by Oge Mora, 2020) and answer questions to retell the events, discuss characters and setting, and react personally to the social-emotional themes presented in the story.

Alignment of Standards/Goals

ISTE Standard 1.7b; SED 3.4 b, c, & d; CLL 5.4 b & c

References

International Society for Technology in Education. (2023). *ISTE standards: For students*. ISTE.

<https://iste.org/standards/students>

Flippity.net: Easily turn Google spreadsheets into flashcards and other cool stuff. (2013-2024).

<https://www.flippity.net>

GELDS Search. (2024). <https://gelds.decal.ga.gov/GELDS>

Mora, O., Leigh, T., & Findawat World, LLC. (2020). *Saturday*. Findaway World, LLC.

Read Aloud: *Saturday* by Oge Mora: Stories with Star. (2023).

<https://www.youtube.com/watch?v=rvjgFESdrjA>