

# FORTUNE TELLER

*New take on an ol' classic*

## What it is:

- A throwback activity to help determine what task you should start

## You'll need:

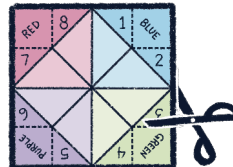
- Scissors

## How it works:

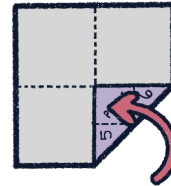
- Cut out** the square (along the thick line)
- Write tasks** in the blank spaces
- Fold** according to directions (steps A-H)
- Slide your thumbs** and pointer fingers into the pockets (*You should be able to flap the fortune teller open one way, then the other... looks like Pac-Man*)
- Choose a color**, then flap the fortune teller open/closed while spelling out the letters of that color. (*Example: B-L-U-E = 4 moves*)
- Choose a number** showing on the inside, then flap the fortune teller open/closed while counting up to that number (*Example: 6 = 1-2-3-4-5-6 = 6 moves*)
- Choose one final number.**  
Unfold the flap to reveal your task!
- Immediately start** on that task  
(*No re-dos!*)

## Tips:

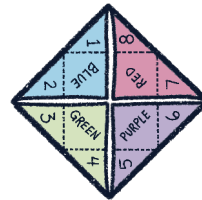
- Write in pencil** if you'd like to re-use your fortune teller and switch things up!



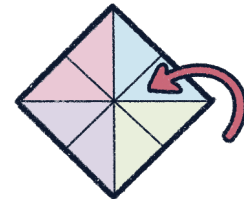
**A** Cut out square, then turn it over



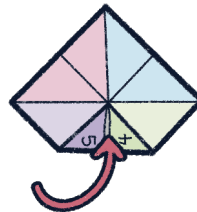
**B** Fold corner into the center



**C** Repeat for all four corners



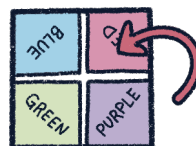
**D** Turn over



**E** Fold corner into the center



**F** Repeat for all four corners



**G** Turn over



**H** Push 4 corners towards center of the square

### Having trouble with step H?

After step G, try reinforcing the folds by folding the square in half, then in half again.

