



DECISIONS THAT SHAPE YOUR FUTURE

Attendance Game

THIS OR THAT?

DECISIONS THAT SHAPE YOUR FUTURE

Empowering students to make choices today that build the future they want tomorrow.

HOW TO PLAY

- Click the arrow pointing to the *This* or *That* option you want to choose.
- Read and answer the question.
- Click "Check Answer" to see if you're correct.
- Then click "Next Question" to get to your next set of choices and keep going!

GRADES 9-12

LET'S PLAY



DIGITAL THIS OR THAT POWERPOINT GAME FOR GRADES 9-12

About this Resource

Are you looking for a powerful and engaging digital activity that helps high school students strengthen decision-making skills, build positive school attendance habits, and develop strong routines that support long-term success? Our **Decisions That Shape Your Future** digital game for Grades 9-12 is designed to help teens practice real-life choices related to **attendance, organization, motivation, executive functioning, self-management, future readiness, and academic success**. Students explore meaningful scenarios involving time management, responsibility, coping skills, morning readiness, mindset choices, and personal accountability—all within an engaging, click-to-choose this or that PowerPoint game format.

Our **high school attendance and decision-making** game is ideal for **SEL lessons, advisory periods, counseling groups, behavior intervention, career readiness, and transition planning**. With age-appropriate language and relatable high school situations, this resource encourages students to think critically about how daily choices influence their future goals, confidence, and success.

What's Included

- Fully interactive PowerPoint game — click to choose “This” or “That”
- 30+ high school-focused scenarios that reflect real student experiences
- Attendance and punctuality decision-making
- Morning routines & time-management practice
- Mindset, motivation, and self-regulation strategies
- Promotes accountability, independence, and future-focused choices
- Strengthens SEL, executive functioning, and real-world readiness
- Perfect for Grades 9-12, high school and transition programs
- Ideal for advisory, homeroom, counseling groups, and SEL lessons

Why Educators Love It

- Encourages **responsible attendance** and **future thinking**
- Helps teens connect daily habits to long-term goals
- Trauma-informed, supportive, and non-judgmental
- Easy to use—just open in **PowerPoint and play**
- Ideal for Tier 1 or Tier 2 behavior support, attendance initiatives, and student success programs





ALL THERAPY RESOURCES

SUPPORTING EVERY CHILD'S GROWTH

THANK YOU

for downloading this resource

This resource is NOT compatible with Google Slides™ or PowerPoint Online. It will not function correctly if opened using anything other than desktop-installed Microsoft PowerPoint.

Getting Started:

- Students can play the game independently only if their devices have PowerPoint (not Google Slides or preview mode).
- The game can also be played as a whole-class activity from the teacher's computer and projected for everyone to see.
- This file will open automatically in Slideshow Mode, so your students can jump right into the game.
- To exit the game, simply press the ESC key.
- Editing is disabled to protect the functionality of the game. Do not attempt to modify the file.

📁 Where to Find It:

Your PowerPoint Game is located inside the ZIP file you downloaded. Just double-click the game file inside the folder to launch it!

Please be sure to read our Terms of Use document included in the zip file before sharing or assigning this resource.

ALL THERAPY RESOURCES

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admin@alltherapyresources.com

A BIT ABOUT US

All Therapy Resources pride ourselves on creating therapeutic, behavioral and education resources that we use in-house within our own practice. This means that our resources are tried and tested by a team of Allied Health Professionals - Counselors, Occupational and Speech Therapists, Behavior Practitioners, Play Therapists and Psychologists - so we know they work!

Because we are fortunate to have such a wonderful and diverse range of clients, our resources cover a broad spectrum of Social Emotional Learning (SEL) topics. These include resources on Impulse Control, Anger Management, Anxiety, Grief and Loss, Mental Health and Psychotherapy treatment, DBT, CBT, Trauma-informed and Research-based Interventions, Social and Friendship Skills, Conflict Management, Special Education, Individual and Group Counseling Curriculums, Executive Functioning, Classroom Management, Career Exploration, Counseling Documentation and even Professional Development. We want to see everyone thrive, and our resources can help ensure that you can too!



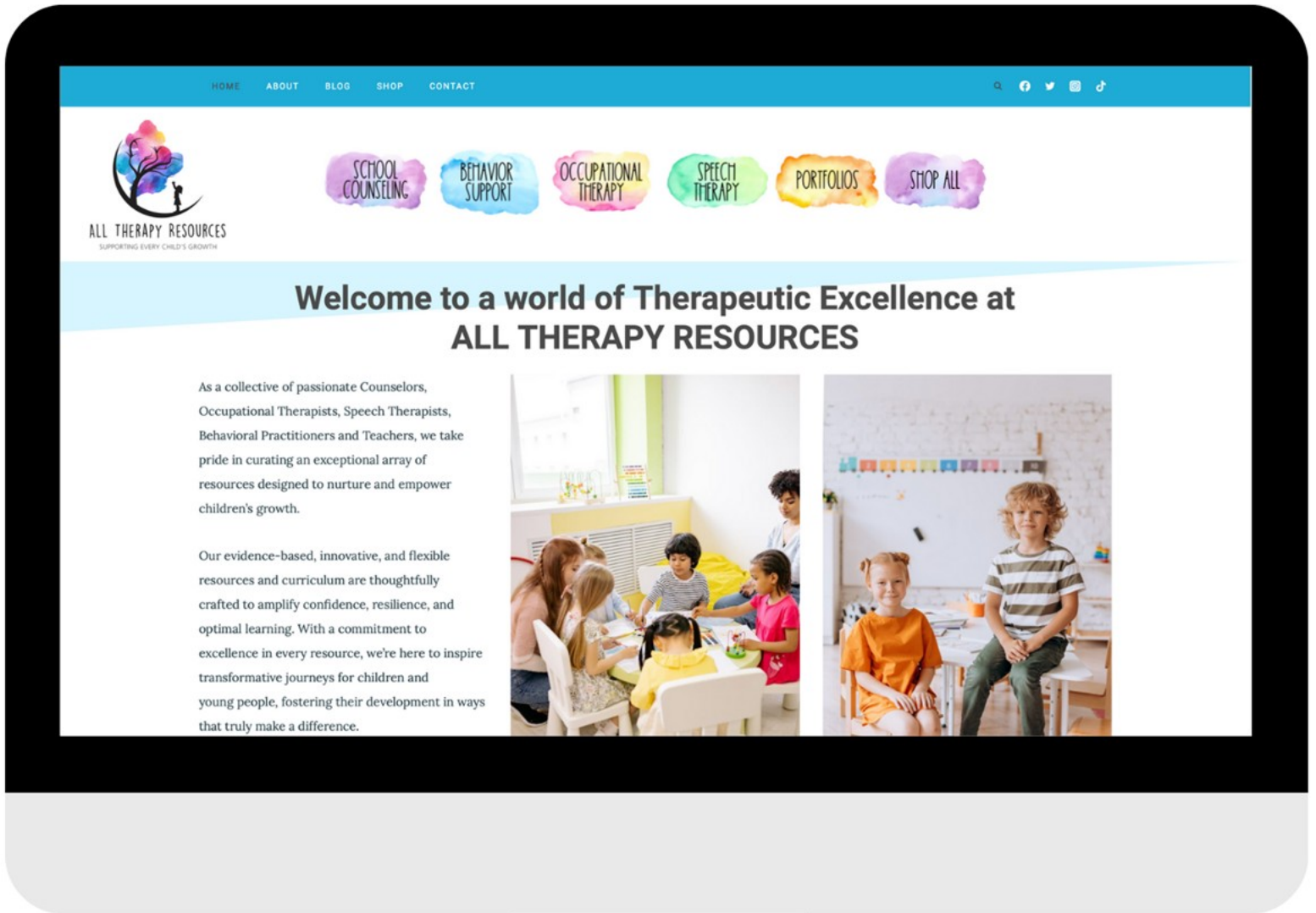
LET'S CONNECT



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As a collective of passionate Counselors, Occupational Therapists, Speech Therapists, Behavioral Practitioners and Teachers, we take pride in curating an exceptional array of resources designed to nurture and empower children's growth.

Our evidence-based, innovative, and flexible resources and curriculum are thoughtfully crafted to amplify confidence, resilience, and optimal learning. With a commitment to excellence in every resource, we're here to inspire transformative journeys for children and young people, fostering their development in ways that truly make a difference.



EARN CREDITS!

How To Earn Credit

When you leave ratings & reviews, you will earn 1 credit for every \$1.00 you spend on that resource. Each credit has a value of five cents. For every 20 credits, you earn \$1 to spend on future TpT purchases.

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Click "Yes I've Used it"

Scroll to the bottom of the product page and click the green "Yes I've Used It" button. Choosing the "No, not Yet" will disqualify you from reviewing it. If you wish to leave a review and don't plan to there is a third option "I no longer plan to use it, but wish to leave a review"

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After filling out a short questionnaire on who you used the product with and if the standards tagged were meet (in some cases). You leave a review and rate it with one to five stars. Its quick and easy!

CREDITS

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CHECK OUT OUR OTHER RESOURCES

WHAT ARE HELPING HANDS?
Using our hands to help others not is happy but it also helps others feel. For example, we can choose to help with lines, sharing our toys or helping to our others when they need help. These are behaviors that build others up and are good.

WHAT ARE HURTING HANDS?
Hurting hands make others sad, hurt, angry and sad. Pushing, hitting or kicking and hurting others and pushing and pulling.

HELPING HANDS
NOT HURTING HANDS

Below are some examples of ways we can help others:

- Sharing
- Flourishing
- Raising Hands
- Giving

Below are some examples of ways we can hurt others:

- Hitting
- Pushing
- Using
- Stealing

UNDER

OUR REMOTE CONTROL
Let's learn about these buttons and what these buttons mean!

LET'S PAUSE Workbook

OUR REMOTE CONTROL
What does these buttons mean?

- STOP
- FAST FORWARD
- PAUSE
- PLAY
- REWIND

IMPULSE CONTROL WORKBOOK

NTROL
OK
RESOURCE

PHYSICAL WORKBOOKS

PEER PRESSURE WORKBOOK PROTECTIVE STRATEGIC RESOURCE	MINDFULNESS PORTFOLIO THERAPEUTIC RESOURCE	BEATING MY WORRIES Workbook THERAPEUTIC RESOURCE	BE A BUDDY NOT A BULLY CHARACTER EDUCATION RESOURCE
STRANGER DANGER AWARENESS WORKBOOK PROTECTIVE BEHAVIOR RESOURCE	LET'S PAUSE Workbook IMPULSE CONTROL RESOURCE	BEHAVIOR & EMOTION'S Workbook Managing My Behaviors & Emotions Workbook WORKBOOKS FOR ADOLESCENTS	KEEP MY COOL PORTFOLIO THERAPEUTIC RESOURCE
SIZE OF THE PROBLEM WORKBOOK SMALL, MEDIUM & BIG PROBLEMS	MY FEELINGS & BEHAVIOR Workbook FOR LITTLE LEARNERS	HELPING HANDS NOT Hurting Hands ANGER MANAGEMENT RESOURCE	VOICE VOLUME WORKBOOK PROSOCIAL SKILL RESOURCE

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