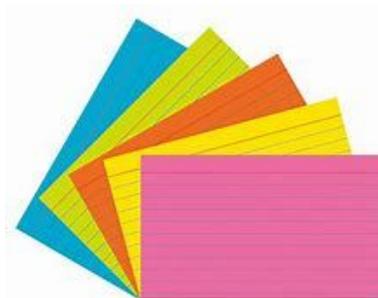


CARD GAME

Preparation

1. Use 30 index cards that have lines on one side. (or as many cards as students in your class)
2. Write a statement on the side with the lines.
3. Place an identifying mark on the first card.
4. Write the answer on the blank side of the NEXT card.
5. Keeps going until you have 30 cards with 30 statements.
The 30th card should have the answer from the first card on the blank side.
6. The answer to the last card goes on the back of the first card.
7. DO NOT NUMBER THE CARDS.
8. Do not lose any cards.
9. Make sure no two cards have the same answers.



To Play

1. Pass out at least one card per student, if less than 30 students give some students two.
2. All students except the student with the first card should be looking at the answer side of the card (the side without lines).
3. Ask the students to try and predict in their head, what the question/statement that your card might answer.
4. Have the student with the first card read their statement.
5. Students must read loud and clear and other must actively listen.
6. The student that has the answer card must read the answer out loud and clear, then flip their card over and read their statement.
7. The student with the answer to that question, calls it out and flips their card and reads the next statement, etc.
8. The game ends when the student that read the statement on the first card calls out the answer to the statement on the last card.
9. After completing all cards. Collect, shuffle, and pass out new cards and play again.
10. For fun you can time the students to see if they can complete each round quicker than the one before.

Teaching Points

1. Stop during first round, ask questions.
2. Save cards in a file box.
3. Use them for mid-term and final exam review.



SPEED REVIEW



Materials Needed:

- Review sheet for every student
- A bell, whistle or some device that makes a distinctive noise
- Enough desks for half the students

To Play:

1. Create a review sheet for a midterm or final exam review.
2. Before students enter your room create a circle in your classroom with enough desks for HALF of your students to sit in.
3. As students enter the class allow the early birds to fill up the seats in the circle and the remaining kids can take any seat outside the circle. They will not stay in those seats for long.
4. Every student gets a copy of the review sheet.
5. Ask the students sitting outside the circle to pair up and stand in front of the desk of a classmate sitting in the circle. Explain to them they will be meeting with all classmates so it doesn't matter who they start with.
6. If there is an uneven amount of students, let the extra student sit in the circle.
7. When the game begins, students work on question one, and one only with their current partner. When the teacher rings the bell, the students standing in the inside circle will move one person to their right.
8. They will work on questions two with their new partner. When the bell rings students move again to the next person to their right.
9. Every time they hear the bell, they move one person to their right until all questions have been answered.
10. If they are completing answers before the bell rings, have them look back over their previous answers with their new partner to verify they are correct.
11. The teacher should ring the bell accordingly. A short questions gets a short amount of time, a longer question or answer will get more time.
12. After all questions have been completed, students are to all take seats and the teacher can discuss the answers to make sure all students have the correct.
13. Students should circle any questions on their sheet that they did not know the answer of so they know what they need to study.