



How to Amp Up a Learning Review

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This competitive activity will spice up the review process at the end of a unit or to prepare students for a test. The game requires students to recall important information and work together as a team. It can be used in nearly every subject area and on almost every ability level.

Prior to the review, create a series of questions from the subject material covered in the unit. Divide the questions and place them into five or six separate categories. For example, following a unit on the American Civil War you may put questions into categories such as "Famous Battles," "Geography," "Politics," "Military Leaders," etc. One category that is useful for those questions that just don't fit in any other area is the "Grab Bag" category. Separate the questions and place them in their respective envelopes or boxes before beginning the game.



How to play

To begin, divide students into four to five groups no larger than five members each. Each team then chooses a captain who acts as the spokesperson. Sometimes in the excitement that takes place during a team's turn, multiple answers may be given by team members. The moderator (you) should only recognize the team captain's response as the team's official answer.

Next, write the categories of questions on the board and the numbers (or names) of each of the teams. Team #1 may start, or you may wish to have the teams draw numbers to see who begins. Once the rotation of turns

is established, it does not change. For example, if team #1 starts, then team #2 gets the next turn, and so on.

If team #1 begins, they select a category from which you read a question. Team #1 has ten seconds to respond. If their answer is correct, the team gets five points (which is written on the board) and then team #2 receives a turn. If the answer given by team #1 is incorrect, then team #2 gets a chance at the same question but only for four points. If team #2 answers incorrectly, then team #3 gets the question for a chance at 3 points, and so on until all teams have had an opportunity at the question. If none of the teams respond correctly, then no points are awarded and team #2 (or whichever team's turn is next) selects a category. A round is over when all of the teams have had a turn to choose a category and answer a question.

Wild Card round

To begin this special round, ask each team to wager from 1 to 5 points. Write their bets on the board next to their team numbers. Then select a question from one of the categories and read it to the entire class. Each team then has 15 seconds to write their answer on a piece of paper.

Next, collect the papers and read each of the answers to determine which groups are correct. Each group then gains or loses the number of points wagered.

After each Wild Card round, the game resumes with the regular progression as the first team selects a category.

Ending

The game ends when time is up or there are no more questions. There are a number of ways of rewarding the students. The members of the winning team may be given individual points or get bonus points on the test. The total number of points earned by a team can be divided by the number of members on the team to decide how many points each student receives in extra credit. Certificates can be given to the winners and

their names posted in a place of honor. And there are many other ways to score and reward the participants.

Modifications

The game can be modified in a number of ways. You may allow students to take notes during the quiz and even use them on the test. The game can also be lengthened to include more than one class period. The competition always sparks lively interaction and creates a positive learning situation.