



## How to Roll the Die For a Better Review

by Betty Glenn, TFS Author

**A**fter several weeks of lectures and exercises, I hold a review day. I made a large die with sides that number one through six. [Purchase a foam cube from a hobby store and a large tip marker; they will do nicely.] I also made a deck of cards that have review questions on them and a few wild cards that say, "Lose a turn," "Double your score if you answer next question correctly," and "Take another turn." The classroom is divided into teams of five. Each team elects a spokesperson. I write each team's name on the board and record their scores as they play.



To play, someone will throw the die. I, as mediator, will take the top card on the deck and read it to the whole class. If the card is a question, the teams talk it over among themselves, then the spokesperson will answer it. If the answer is right, the team scores the number of points shown from the die throw. If they miss the answer, the card goes back into the deck to resurface later. Then, the die goes to the next team. At the end of class, the winning team gets five points added to their quiz grade.

This game is effective because:

- Peer pressure and the availability of extra points encourage them to study before the review.
- It builds camaraderie in the classroom, an essential ingredient for the computer lab projects to come.
- It releases stress.
- They become more familiar with the terminology and retain it better.