

Gamify Ideas!



Punch Practice: Students punch through their choice of cup to reveal a review question. Teacher also puts a treat or homework pass in some or all of the cups.



Human Board Game: Students become the pieces and create the game board themselves. The student who advances through the most spaces around the board, wins. Each player will be asked a question. If they answer correctly, they will earn the ability to roll the dice. The player must follow the instructions on the space that they land, but will not be required to follow the instructions of the second space that they can be sent.

See more at: <http://www.thereligionteacher.com/the-human-board-game-to-review-for-exams/> - sthash.AfNwAnii.dpuf

The Unfair Game: The Unfair Game is designed to be played with two teams. You can use as few or as many questions as you want, and teams try to answer the questions correctly in order to earn points for their team. See more at: <https://martinabex.com/2015/10/27/the-unfair-game/>

Trashketball: Worksheet-focused but one of the cool things about this game is that you can tweak the rules to fit whatever your students need. You can have your students work in partners or work alone. Students can be allowed to use their notes or have to do everything from memory. There is no one certain way to play this game.

See more at <http://mrseteachesmath.blogspot.com/2015/03/trashketball-my-favorite-review-game.html>

Attack: See attachment



The Bucket Game: Make about 30 review questions in varying difficulty. Split the cards into the different levels and put them in the buckets. Split the kids into teams.

They use a beanbag or a koosh ball and toss it into a basket from a predetermined point about 6-8 feet back. Whichever bucket the ball is in, that is the one they choose a question from. That is also the number of points that the question is worth (this is much like Skee-ball, and you could set the buckets up like that for added difficulty!).

See more at: <http://www.bloglovin.com/frame?post=1292728667&blog=8080173>

Grudgeball: A fun “Survivor”-like game of strategy. See more at:

<http://toengagethemall.blogspot.com/2013/02/grudgeball-review-game-where-kids-attack.html?m=0>

Bazinga: See attached template

Understudy:

Prep: Bring two bells. Split class into two teams with one bell on each side. Each member of the team is assigned a different color, with the same set of colors for both teams.

Play: A question is read and both teams collaborate. When time is up, a color is pulled and the student from Team 1 with that color (the Performer) answers the question, while the student with the same color on Team 2 (the Understudy) listens. If the Performer answers correctly, Team 1 gets a point. However, if the Performer gets stuck or messes up, the Understudy may ring their bell and attempt to answer for TWO points. If the *Understudy* gets stuck or messes up, Team 1 may ring *their* bell. If this happens, any member of Team 1 may answer, and it's worth THREE points. The next question is asked, and this time a representative from Team 2 is the Performer, while Team 1 has the Understudy.

Dress Up:

Prep: Bring a bag of crazy dress-up items. The whole class is on one team against the Tutor.

Play: Rotate around the room asking questions to one student at a time. When an answer is correct, the student gets to choose an item from the bag for the Tutor to wear. If an answer is incorrect, the Tutor picks an item for that *student* to wear. When the bag is empty, play continues and students who answer correctly get to remove an item from a teammate and return it to the bag. Once the whole crazy outfit is on the Tutor, the class wins. Variation – for every correct answer the *teacher* has to wear the object/article of clothing.

Connect Four:

Prep: Draw a 6x6 grid on the board. Across the top write the subjects: History, Geography, Math, English, Science, Latin. Split class into two teams and assign colors. Each team chooses a different color dry erase marker.

Play: Team 1 chooses a subject. Ask a question from that subject and allow both teams time to collaborate. When time is up, a color is pulled and that student answers. If the answer is correct, use Team 1's dry erase color to make a dot on the lowest square of that subject column. If the answer is *incorrect*, other team may take a shot at “Wipeout Mode,” in which a new color is pulled and that student may answer (without collaborating) for a chance to *erase* one of Team 1's dots. Play then continues with a new question directed at Team 2. First team to connect four dots in a row wins.

Build-a-Bear:

Prep: Split class into two groups and assign colors. Both groups are on the same team, racing against the clock.

Play: Ask Group 1 a question and allow time to collaborate. When time is up, pull a color and that student answers. If answer is correct, that student “builds” (sketches) a part of a bear on the board while play continues with Group 2. If answer is incorrect, play continues to Group 2, but nothing gets built. Parts of the bear to be built, one at a time, are: Tummy, head, 2 ears, 2 eyes, mouth, nose, 2 arms, 2 feet. See how many bears you can build!

Stinky Feet: Easy setup with sticky notes. See more at:

<http://4thgraderacers.blogspot.com/2013/04/making-test-prep-fun-5-stinky-feet.html>



Teachers and Students

Prep: Bring and distribute “scorecards” for each student. (I use sheet protectors with string tied to form necklaces for reusable, hands-free scorecards.) Split class into half Teachers, half Students. Teachers sit down at their desks (as spread out as possible). Give each Teacher a stack of review flashcards and a dry-erase marker.

Play: Start a timer for 5 minutes and shout “GO!” Each Student runs up to a Teacher’s desk and Teacher asks a question. If Student answers correctly, Teacher initials Student’s scorecard. If Student answers incorrectly, Teacher provides the answer and they practice it together until Student can say the answer alone. Upon answering correctly, Student runs to another teacher for a new question. After five minutes, yell “Switch!” and Students become the Teachers.



Castles:

Prep: Bring a large stack of Solo cups and a bag of ping pong balls. Split class into pairs, or play every man for himself. Set the timer for an amount of time (5-10 minutes) but don’t tell the class exactly how much time you chose.

Play: Rotate around the class asking questions. When a team gets an answer correct, they can choose to earn a cup (which can immediately be placed on the table as part of their castle), receive a ball (which must be stashed for a future turn), or throw a ball (from their stash) at an opponent’s castle.

Thrown balls must be retrieved by the thrower and returned to the bag. When timer goes off, team with the tallest castle wins!

Human Tic Tac Toe

Prep: Arrange 9 chairs (3 rows of 3) in center of room. Split class into two teams. Tutor and one parent helper stand in opposite corners of the room, equal distance from middle chairs. Each team huddles around one adult.

Play: On "Go," both adults read off questions to their team and any student who can answer (with or without help from teammates) gets to run to the tic tac toe board and sit down. First team to make three-in-a-row wins.

Pirate Booty:

Prep: Bring 50 items (poker chips, pebbles, buttons, paperclips, plastic rhinestones, etc.). Split class into pairs and give each team 10 items: their booty*

Play: Rotate around the class asking questions. When a team gets a question correct, they may steal two pieces of booty from their opponents (two from one team or one from two teams). When they get a question incorrect you steal two from them! The booty you steal is permanently out of the game. The last team with booty (or the team with the most when time is up) wins!

Knowledge Web:



Prep: Bring a ball of yarn (an actual ball, not a skein). Set up chairs in a small circle. One student ties the loose end of yarn around a finger.

Play: Ask a question to the class. Everyone who knows the answer raises their hand. The student with the ball of yarn chooses a teammate with their hand raised and that student answers. If answer is correct the ball of yarn is passed to that student, who loops the yarn around a finger. Play continues this way until every student has five loops: one on each finger. If they succeed at this mission, they've created a great work of art! Take a moment to acknowledge the unique web they've made.

Are You Buggin'?: See more at: <https://laurarandazzo.com/2015/05/04/swat-teams-are-the-fun-fix/>

Race at the board: Divide the class into two or three teams. One representative from each team comes to the board. You ask a question or give a problem, and the first person to write the correct answer on the board wins a point for his team. The students at the board only get one try, though. If they all miss the question, you take the answer from the first person in the audience who raises his hand. Just be sure to keep this game moving to minimize wasted time from students moving to and from the board.

Un-Wheel of Fortune: This is Wheel of Fortune without the wheel. Have a phrase for the students to solve (preferably a key term or concept you are studying). Divide the class into two teams and ask

questions to each student, going back and forth between the teams. Tally points for each team as follows: If the student answers correctly, give one point and allow him to choose a letter. Award additional points for each time the letter appears. (For example, if Gavin guesses *E* and there are 3 *E*'s, he gets 4 points: 1 for the correct answer and 3 for the 3 *E*'s.) The student can then try to guess the puzzle. Award 5 points to the team that solves the puzzle.

Around the World: This classic individual game still works so well! The first two students pair off against each other. You ask a question, and whoever says the answer first wins. The winner stands up and moves to the next contestant. The goal is to move as many seats as possible before losing, at which point the losing student sits in the seat of the person who beat him. The game ideally continues until one student makes it “around the world” and gets all the way back to his own seat. Often, though, the game simply ends when time is up, and the person who traveled the farthest wins.

Nerf Gun: Draw a bullseye on the board. Divide the kids into teams. Ask a team a review question. If they get the answer correct, they get to shoot at the board to see how many points they earn. Design a target board with several circles. Inside each circle write a skill you want your students to practice. It could be sight words, math facts, vocabulary words, synonyms/antonyms... the possibilities are endless! Using the Nerf gun, students aim for a circle to practice their skill. For example, if in your circles you have written addition facts (ex. $4+3$), students would shout out the answer of the math fact that they landed on. See printable templates here: <https://docs.google.com/file/d/0B37DlaN10FFyNU54N0dSdzBoVDg/edit>

Four Corners:

See more at: <https://drive.google.com/file/d/0B6W0uz8zqMNnQWZEVINzcljloWDQ/view>

Jenga: Write with a sharpie marker directly onto the Jenga piece. You can write questions, question stems, or conversation starters on each piece. Another idea is to tape different topics and specific info on each piece using clear packing tape and then re-do it as your progress along in the year. See more at: <http://teachingtoinspire.com/2016/03/playing-jenga-engaging-test-prep.html>

Power Tower: Similar to Jenga, but with paper cups. Write the question on the cup. If the class answers correctly, they get to stack the cups. If the tower falls, they have to start over.

Mr Potato Head: For every question the class gets correct, they get to add a body part to Mr. Potato.

Snowball Fight: the review questions on a piece of paper. Divide the kids into 2 teams. If the kids get it correct, they get to crumble it up into a ball. After all the questions have been answered, they get to have a snowball fight using the paper balls! You can adapt this so students have to write the question, have the snowball fight and then answer whatever snowball they receive. Have another snowball fight, and then have the students respond to the written answer to the question – correcting or reflecting as necessary.

Chair Tic-Tac-Toe: Put nine chairs in 3 rows of 3 to make a square. Divide the class into 2 teams. Ask a team a question. If they get it correctly, one of their players gets to sit in one of the chairs. The first team to have 3 players sitting in a row wins.

Beat the Bank: Be the player with the most money left - beating the Bank (or Tutor)- when all the review questions have been answered. See more at: <http://www.solagratiamom.com/2013/07/free-memory-mogul-review-game-for-cc.html>

Cake Walk: See attached

The Amazing Race: See more at: <http://teachingtoinspire.com/2015/12/amazing-race-fun-test-prep-review.html>

I have, Who Has: See more info and printable card templates here: http://www.itsybitsyfun.com/i-have-who-has-template.html#a5y_p=2096853

Kaboom: Find more at <http://www.starrspangledplanner.com/2015/03/kaboom-possibly-best-center-game-ever.html?m=1>

Speed Dating: Read more about how it works here <https://summathmadness.wordpress.com/2013/04/17/speed-dating-in-the-math-classroom/>

Chaos: See more at <https://marishawkins.wordpress.com/2013/02/19/chaos-the-game/>

Fish bowl: See more at <http://applefortheteach.blogspot.com/2014/04/fish-bowl-review-game.html>

This site has ons of SmartBoard game templates for everything from whole class review to drill and practice to TV Game Shows. Some links allow you to just download the templates others require payment. <http://people.uncw.edu/ertzbergerj/all.html#wholeclass>

Heartbreakers: <http://teachingmyfriends.blogspot.com/2011/12/youre-heartbreaker.html>

Giant Sorry Board: <http://sproutclassrooms.com/spicing-up-unittest-review/>



<http://teachingtoinspire.com/2015/12/engaging-ways-review.html>

MOVE ONE GAME: Give each team a set of 10 colored squares (2 of each color, so 5 colors). Place all of the game cards on the board in pairs (either one above the other or side-by-side). None of the card pairs should be matching colors. Read/show a question. The team that gets the question right first gets to switch 2 color cards (eventually making all color pairs match).

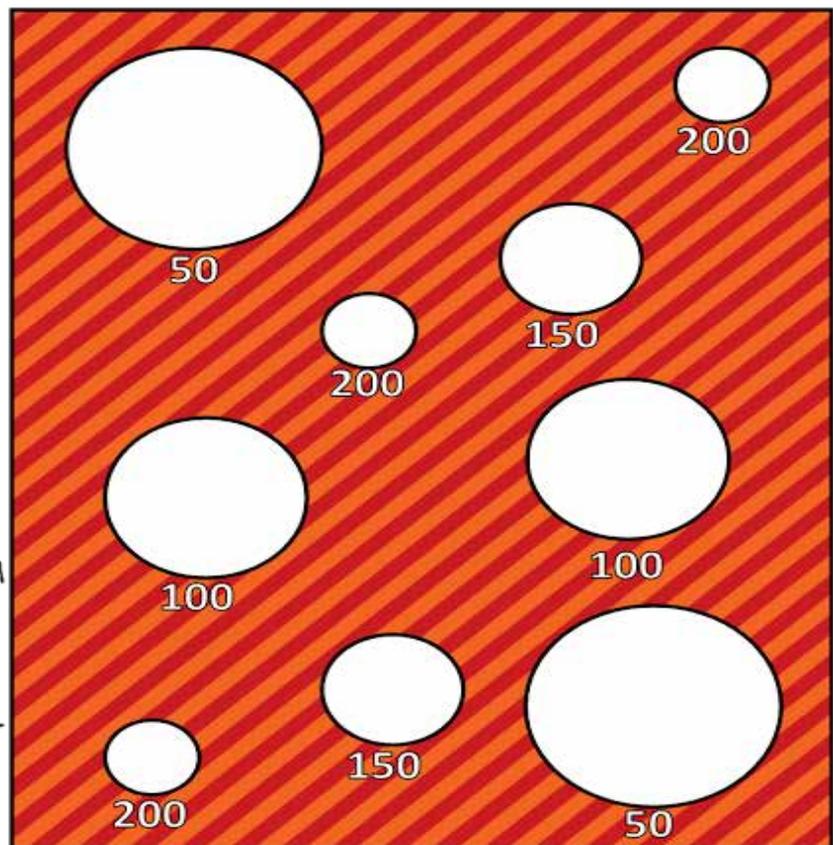
RACE TO THE CHAIRS. Set up 4 chairs (or one for each team) in the front of the room. Label each chair with a point value (20, 15, 10, 5). Show a question, and have the teams solve it. Once a team has solved it, a player from that team must write down the answer, run up to the chairs and sit

in the highest point value chair. Once each team has a player in a chair, show the answers. If correct, the team earns the value of the chair; if incorrect, the team loses the value of the chair. Most points wins.

CAT'S CLAW: Prepare 5 cards (3X5 cards work well) each with a different point value (100, 75, 50, 25, &10). (You may also wish to laminate them or do something to make sure they can't see through the cards). Divide players into several teams (5 teams if possible) and physically separate the teams and place a small table in the middle of the room. Place these 5 point cards face up on the table. Select one player from each team to be the team's runner for that round. The Clue Giver begins by giving a question. As soon as the team knows the answer, the team runner must write it down then quickly move to the table and take one of the point cards and return to their team. The Round ends when all five teams have a point card or forfeit if they don't know the answer. The teacher checks to see that answers are correct on each team. Points are scored based on the card selected by the team's runner. (Or subtracted if they lgot the question wrong). The Teacher returns all cards to the table, selects new runners, and begins a new round. Variation: You may choose to play with the point cards placed face down—the first one you touch is your point value

Flying Airplanes:

1. Cut several different size holes into your poster board
2. Each hole is assigned a point value.
3. Prepare several questions and assign them a point value.
4. Students throw a paper plane through a hole and answer a question given the same value as the hole they threw their plane through.
5. Holes can be used more than once.





Life Sized Memory:

Balloon review: <http://www.andherewegomama.com/2013/02/cc-pictures-and-international-fun-binder.html>

Human Bingo: <http://www.theowlteacher.com/2014/07/b-i-n-g-o.html?m=1>



Target Golf:

Facts Baseball: <http://frugalfun4boys.com/2015/11/10/math-facts-baseball-game/>

Question Twister: Students spin and answer questions that correspond to each color (different colors can be linked to Bloom's levels of learning). Instead of actually playing the game (since it requires invasion of personal space), have students put stickies with their names on the spots – the student with the most claimed spots wins!

Beach Ball: On every slice of a beach ball, write a question or question stem. Students toss the ball around, answering the question on which their right thumb lands. You can leave a free space where students have to ask a question about the content, or have multiple balls going with different parts of questions to constantly generate different questions or points of review.