

Games for Review

Crossword Puzzle (can be done individually or as teams)

1. Brainstorm several key terms/phrases or names related to the topic.
2. Construct a simple crossword puzzle. There is a free website that will create a puzzle for you at the address <http://www.crosswordpuzzlegames.com/create.html>. You supply the words and hints and they construct it in an instant! It can be fun to include a couple of items that relate to people or events in the Collaborative.
Clues can include:
 - A short definition
 - A category in which the item fits
 - An example
 - An opposite
3. Distribute the puzzle to individuals or teams (either regular teams or mixed).
4. Set a time limit. Award a prize to the individual or team with the most correct items.

Jeopardy

1. Create 3-6 categories of review questions. You can use any of the following categories (however, you are not limited to the categories provided):
 - Facts
 - Skills
 - Concepts
 - Components
 - Names
2. Develop at least 3 answers (and their corresponding questions) per category. The questions/answers should be of increasing difficulty.
3. Show a Jeopardy game board on a flip chart sheet. Announce the categories and the point values for each category. Here is an example:

<u>Trauma Narrative</u>	<u>Assessment</u>	<u>Skills</u>
10 points	10 points	10 points
20 points	20 points	20 points
30 points	30 points	30 points

4. Form teams of 6-8 participants and provide a responder card for each team.
5. Ask teams to select a team captain and team scorekeeper.
 - Team captains represent the team. They are the only ones who can hold up the responder card and give an answer. Teams need

to discuss and agree upon an answer before the team captain responds.

- Scorekeepers are responsible for adding and subtracting points for their team.
 - As the game moderator, the faculty member is responsible for keeping track of which questions have been asked. As each question is used cross it off the game board. Note questions that teams have difficulty answering for later review in the Learning Session.
6. The game moderator should review the rules of the game.
 - The team captain who holds up the responder card get the opportunity for his/her team to answer.
 - All the answers must be given in the form of a question.
 - If the team captain answers correctly the team is awarded the points. If he/she responds incorrectly, the point value is deducted and the other team has a chance to answer.
 - The team with the last correct response controls the board and selects the next category.

College Bowl

1. Divide the group into teams. Have each team select a name (can be a sports team or other ideas).
2. Give each participant an index card. Participants will hold up their cards to indicate they want to answer a question. Every time you ask a question any member of any team can indicate his or her desire to answer.
3. The rules:
 - To answer, raise a card
 - If you raise your card before the question has been fully stated, the statement of the question is stopped and you are allowed to attempt to answer.
 - If you answer incorrectly, the question is repeated in its entirety and others can respond.
1. After all the questions have been asked, tally the scores, and announce a winner.
2. Based on responses from the game, review any material that is unclear or that needs reinforcement.

Bingo

1. Develop a set of 24-25 questions about the topic that can be answered by a standard term or name
2. Sort the questions into 5 piles. Label each pile letters B-I-N-G-O.
3. Create Bingo Cards using the website:
4. <http://www.dltk-cards.com/bingo/bingo1.asp>.
5. This website allows you to create a bingo card with 24 or 25 squares and then gives you the number sheet for your call outs.
6. Label each question with the numbers from the card.

7. Read a question with the associated number. If a participant has that number he/she writes the answer (if they can!) in the space by the number.
8. Whenever a participant achieves five correct answers in a row he/she can call out Bingo. A prize can be given to that individual.
9. You can proceed and do a cover all after the first person wins. Another person can be a winner if he/she is the first to cover the whole board with correct answers!

Hollywood Squares Review

1. Ask each student to write 2-3 questions pertaining to the topic. Questions can be multiple-choice, true/false or fill in the blank formats. They can consult their manuals if they want to.
2. Collect questions. Add some if you would like to fill in some gaps.
3. Simulate the tic-tac-toe game show format on Hollywood Squares. Set 3 chairs at the front. Ask 3 volunteers to sit in the chairs, 3 to sit on the floor in front of them and three to stand behind the chairs.
4. Give each of the “celebrities” a card with an X on one side and O on the other.
5. Ask two volunteers for contestants. You can rotate contestants throughout the game.
6. The contestant is asked a question. They choose the celebrity to answer and he/she must agree or disagree. If they are correct he/she has an O or X held up by that celebrity to try to achieve tic-tac-toe.
7. Remaining participants not involved are given cards that say “agree” on one side and “disagree” on another to flash to contestants to aid in their decision making.

All these activities are adapted from:

101 Strategies to Make Training Active, Mel Silberman 2nd Ed. 2005 by John Wiley & Sons