

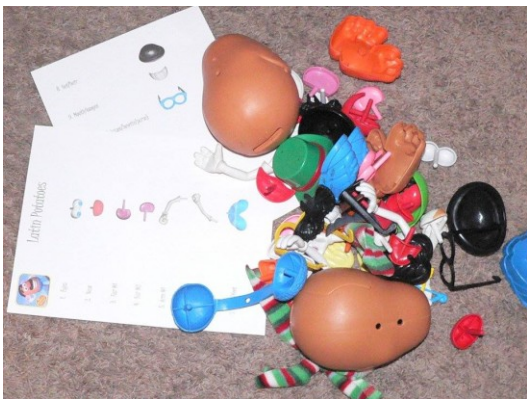
Review Game Ideas

Here are some of our favorite games for CC that use items that you probably already have at your homes.

Lego Review Game Board

All you need is a die, some lego people and some bricks. Whoever has the tallest tower in the end wins.

<http://christiansenchronicles.blogspot.com/2012/05/lego-game.html>



Mr. Potato Head Review

We had only 1 head and lots of parts. A parent passed the potato head around a circle as each student answered a question (or asked for help and we answered as a class) and chose the part. It was a group effort and fun to see how our spud turned out!

OR

You can use two potato heads in a class: two teams, each team has a potato head. Teams with most parts wins. :)

Jenga/BAM!

I wrote the subject headings on each brick, and wrote the word "BAM!" on about 3-4 of them.

Either play like regular Jenga, and student answer a question for each subject they successfully pull out.

OR

Put all the bricks in a large container. Students draw a brick, and have answer that subject's question -- if they are correct, they keep their brick. But if they get a BAM! brick, everyone has to run around the room, and that student loses all their bricks. Most bricks in the end wins!





GeoCards

With either a large wall map or CC map in Foundations guide, have students draw a GeoCard and find location on the map. Person with most cards in the end wins!

<http://mamaone2one.blogspot.com/>

FYI, 2-3 times a year, we have a big GeoDay where the kids play this game. I give a little prize for the winner of the most cards -- this year, I gave the winners a USA puzzle and State/Capital flashcards.

OR

Another idea (that I just heard from a tutor in Andrews, NC): Bring in a bunch of

matchbox cars. Let each student hold one... and "drive" around the map to the state you call out! Super fun for ABCs!

OR

Also, I have a mini Batman that I have tacked to my wall map -- sometimes the kids draw their card, and move Batman to the correct States/physical feature...which, of course, makes them giggle a lot. :)

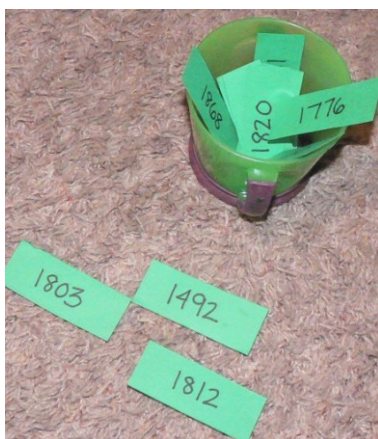
Picnic Review

I wrote different subject headings on each piece. Students draw an item from picnic basket, and have to answer that subject's question. If they get it correct, they get to keep item. Students can also select an insect and answer a question -- if they get it correct, they can "eat" (take away) an item from the opposing team. Team with most items wins!



Toss-a-fish --- (Can also be done during new grammar)
Simple: Toss rubbery fish to each student, drilling grammar (i.e. Math skip counting, Latin, etc.) each time you throw it back and forth.

I used this most in math. I have never had a kid get frustrated if they did not catch it. They are usually so thrilled that I am throwing them a rubbery fish! :) A tip though: in order to not lose control of the class, I have them toss it back to me each time as we skip count or whatever.



History Dates

Draw a date from cup -- say the history sentence that coordinates with that date.

ANYTHING ELSE ???

Really any board game will work -- just have the child answer question before they take a turn. Connect 4, Chutes & Ladders, Tic Tac Toe, etc



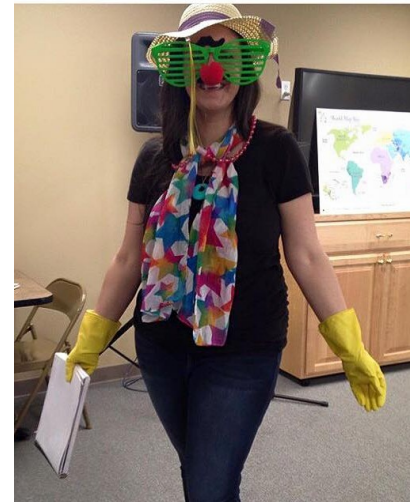
Speed Snowball Fight

Split kids into two teams. Have a mom be the time-keeper for each team. Kids each have a plastic bag, and take turns answering as many questions as they can in 8 min -- they get a pom for each correct one. When timer goes off, both teams come in the middle for one big snowball fight! Then they quickly pick up poms and do another 8 min. question round, and have one more snowball fight. Do another round, if there is time.



Dress up

Get a bunch of random things you can wear, and put them in a bag. Divide the class into 2 teams (or kids vs. moms). One person from each team came up to answer a question. Whoever got it right, got to pick something the other person had to wear. After playing like that, I let them take turns answering questions in teams, and then dressing me with the items if they got the answer correct.



Castles and War

2 teams of 4. After a team answers a review question they can choose to build their solo cup castle higher, or toss 1 cannon (ping pong ball) at the opposing team's castle. At the end of review the team with the highest castle wins.

Crazy Face

Draw an oval on the board.

Take turns asking a student a review question. If they get the question correct, they roll the dice and add a body part to the oval that corresponds to the number they rolled.

(Ex. 1 = eye; 2 = arm; 3 = leg; 4 = ear; etc)



Build a Puzzle

Student gets a puzzle piece for answering a review question correctly. The class works together to build a puzzle.

*The trick is to assemble the puzzle beforehand, then disassemble, and stack those pieces in an order. This is the order that you should pass the pieces to the students in so that every piece passed out for a correct answer will fit into the puzzle as it is assembled.





Ring-That-Bell

- *Place bell or buzzer across classroom.
- *Call out review questions (to make it quick, I like to just read out of the FG rather than drawing/pulling a question out). Whole class works as a group (including tutor and parents) to answer questions in unison.
- *Rotate through children, and as an answer is given, the next child runs/dances/skips/twirls...(child's choice to freestyle - I don't assign movement. Personalities abound at this point ☺) ... to the bell and rings it.
- *Everyone cheers, naturally!
- *Quickly move to next question as child returns to seat.
- *Repeat

Color-N-Pass

- *Students sit around a table (need to be close enough to reach their neighbor).
- *Each child receives an adult (or very detailed) coloring page and something to color with.
- *Students begin coloring their paper.
- *Tutor reads through review questions and class answers in unison.
- *Between questions, instruct students to pass their paper OR their pencil to the right/left...
- *Mix it up by alternating how often they pass or which direction.
- *Quickly continue with next question as students continue to color.

**Things to consider with this game:*

-Spread out colored pencils, crayons, or markers. Choose ONE type and stick with it (marker doesn't stick to crayon). Alternately, give one to each child and remove their options. However, pencils will become dull before today's review is over.

-Parents love to join in for this review game. Have them sit down and enjoy along with their student!

-You could do this with one shared page and pass it around as each new question is answered.

-Save the combined coloring pages to display (in class, EOYC, frame for them as a gift...)

-Assign one page for each kiddo and put their name on it. Tutor collects pages at the end of review and pulls out again later in the year to continue.

-Littles may fill one page up quickly. Have extras on hand. Olders may not finish theirs within the year ;)





Lego Review NO Gameboard

Each student gets a bag of legos (maybe include one person in each bag). Rotate around the room asking each child a review question. Be sure once the answer is said, the **WHOLE CLASS** repeats the answer together. Then each child gets to add a lego to their creation.

Monster Draw

*Alternatively – if you do not have legos, you could draw a monster either together or individually.

Individually – each correct answer will add a new “part” of the monster (eyes, feet, etc.) on their paper.

Together – use a white board. Take turns asking each child a question. After the child has answered, allow them to go up to the board and add a new “part” of the monster.

