



Week 14: 2/17 - 2/21

This Weeks Feature:



Engagement Activities



Last month the core high school teachers came together and had a Share-A-Thon of engagement activities used in the classroom. These activities were so powerful that they need to be shared with everyone.

*** Tic-Tac-Tally**

The teacher creates tic-tac-tally cards and the students have to cut apart the cards and make connections with the cards on their game board

This activity can be found on Lead4ward: <https://lead4ward.com/playlists/>

*** Stop Plop and Roll**

For this activity students have to roll a di and complete the action the game board suggests they do. The will have to make connections, summarize, and make predictions. This activity can also be found on Lead4ward: <https://lead4ward.com/playlists/>

*** Comic Strips**

Students create comic strips over the content that they have learned to help make the topics concrete.

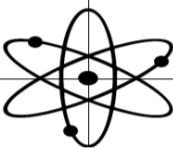
*** Puzzle Concepts**

This idea takes concepts or vocabulary and turns it into puzzles for students to solve. The teacher will create their puzzle concepts and cut them apart. Students will have to piece them together. If they are correct they will solve a graphic of some type on the back of the cards.

Puzzle Activity:

Front of Puzzle
concept before
cut apart.

Nucleus (8.5A)	
positively charged	center of an atom
makes up the mass of the atom	contains protons and neutrons



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Back of Puzzle
concept before
cut apart.

Fun Fact:

The name **atom** comes from the Greek word atomos which means uncuttable; this implies that **atoms** are the smallest unit and are not dividable.

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Engagement activities continued:

- * **Plickers**

This program allows you to create 5 questions online. Each student will get their own plicker card to answer questions with. The teacher displays the question on the board and the students will hold up their card with the correct answer choice on top. The teacher will then take their device and scan the room recording the students responses. The students and teacher receives instant feed back on the display.

This activity can be found at <https://www.plickers.com/login>

- * **Jenga**

Each Jenga block is numbered. When a student removes a block form their Jenga game they have to answer the question on their review that matches the number on their Jenga block. This randomizes questions and holds all students accountable

- * **Games like Grudge and Battleship**

Have students use games to practice content. Any game that can be adapted to content will help engage students and allows them to have fun while they are learning.

- * **Art**

Have the students create an art project that relates to the content being taught. This helps students express their creativity while making their own content connection concrete.