



Week 16: 3/2 - 3/6

This Weeks Feature:

★ Test Prep Review Ideas ★

Here are several different review ideas and resources collected for you. Pick some activities that sound inviting and let the STAAR review be fun and engaging.

REVIEW GAMES THAT USE TIME EFFECTIVELY:

1. Just give points: Divide the class into two (or more) teams and start asking questions. Call on the first hand raised, and if s/he's right, give his team a point. If s/he's wrong, the other teams get a chance to answer. Keep a tally on the board, and the team with the most points at the end wins.

2. Personal whiteboards:

If you're able to invest a little money, purchase mini whiteboards and dry erase markers, enough for each student. You ask questions out loud, and the students write the answers on their boards and hold them up. The first correct answer wins a point for their team. This game wastes almost no time, and the kids love it. If you want to save money, you can create your own whiteboards by laminating sheets of cardboard or cardstock. Students would then write with wet-erase markers.

3. 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/her team. The catch: the students at the board only get one try. If they all miss the question, you take the answer from the first person in the audience who raises his hand. Be sure to keep this game moving to minimize wasted time from students moving to and from the board.

4. Group work contest: Assign a set of questions or problems to be answered by the group in a set amount of time. The group with the most correct answers wins. You're really just adding a contest to a regular assignment, but the students appreciate the twist, especially if it comes with a prize such as bonus points, a homework pass, or candy.

Time Effective Review Games Continued: Resource Links are on last page!

5. 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/her 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.

6. Game Show (i.e. Jeopardy): While you may think this game requires lots of pre-class prep work, it doesn't have to. Yes, you need to set up some type of game board, but other than that all you need to do is choose categories based on the topics you want to review. When a student chooses "State capitals for 200" simply glance through your notes for an easier question. "Verbs for 2000"? Just ask a harder question.

7. 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 shouts the answer first wins. The winner stands 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 bested 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.

Bonus Activity- Kahoot: Students get to be in their own game show by answering live questions on their own devices. Teachers first need to create an account at kahoot.com and then they can either use another teacher's Kahoot! quiz or create their own. Teachers will get a game pin number to pass onto the students so everyone is playing the same game at the same time. Students love this fast-paced, exciting game!

Making Test Prep Fun: Resource Links are on last page!

1. Review Jeopardy: This twist on the classic game show allows for a lot of flexibility on what topics you want to cover: English, math, science, etc. This test prep idea includes an energy-burning bean bag toss.

2. Vocabulary Bingo: Another modification on a traditional game, Vocabulary Bingo is a fun way to reinforce definitions. Let students select from a range of vocabulary words to include on their Bingo sheets, and "call" each word by reading the definition or citing an example of the term.

3. Get Them Moving! Test Prep Gallery Walk: This is a great group review activity that gets students up and moving and gives them a chance to critique each other's work. Students are broken into groups and asked to answer a series of questions that are written out on sheets of paper posted around the classroom. Each group must justify their answers with written explanations, pictures, or equations. The groups take turns presenting their answers to the rest of the class, and students are given the chance to compare their work to the correct answer.

4. Test Prep: Graffiti Style: This activity is fantastic not only for review, but also because it reinforces good test-taking habits. Students work in groups and are asked to solve problems. They must complete the following questions as part of the exercise: "The question is asking me..."; "The topic/skill of the question is..."; "I already know ..."; and "The answer is ... because ...". The class then reviews as a group to discuss the correct answers.

5. Baseball Theme: One way to make test prep more engaging is to incorporate a theme into your activities. This example uses a baseball theme which begins by having students write down their "spring training goals," a.k.a. what they need to work on during training (test prep time) in order to be successful on game day (also known as test day).

6. Jenga: Use Jenga to add a little dexterity challenge to test review. Students take turns selecting a question to answer. Each person in the group must answer the question and record the answer. The person whose turn it is must prove their answer is correct to the other members of the group. If the answer is proven correct, the person whose turn it is may move a Jenga piece.

7. Trashketball: In this game, students complete a worksheet of problems. Once complete, they hand the paper to their teacher to check their work. Once all the questions are answered correctly, the student earns points by "shooting" their worksheet into a trash can. This activity works well with individuals, partners, or small groups.

As you ramp up for testing season, remember that this is most likely a stressful time for your students as well as yourself. When the testing does begin, encourage your students to get a good night's sleep the night before and to eat a healthy breakfast on testing day. Also, help your students relax right before the test with calming exercises and lots of encouragement.

36 Minds-In-Bloom Strategies:

Resource Links are on last page!

1. Use [QR Codes](#). Find out how from Stephanie at Math Teacher Time Out.
2. Ask the whole class or a small group a question (or display with document camera). Have students answer on individual white boards. Say, "1...2...3...Show!" to have all students show their answers at once for quick assessment.
3. Have students quiz each other in pairs with [task cards](#), flash cards, or other test prep questions.
4. Surprise your students by hiding question cards under a few of their seats. Announce, "Hot seat!" at some point during the day. Students with questions are challenged to answer (possibly with help from classmates). Find out more about [Hot Seat](#) from Caitlin at Kindergarten Smiles.
5. Play [Quiz, Quiz, Trade](#).
6. Outside: Allow students to write answers in chalk on the pavement.
7. Make a test prep PowerPoint. Use individually or with the whole class. It doesn't have to be fancy, but a little animation will make it fun!
8. Don't forget those [interactive notebooks](#) you've been working on all year. Partner review will keep them accountable.
9. Use the Plickers app to make test review fun and easy. [Find out how here](#).
10. Have students create test problems and quiz each other. Or use a question from each student to make a mock test for the whole class.
11. Try this fun and free [Fact Swap](#) game with your whole class.
12. Split the class into two or three teams. Teams get a point for correct answers. Add a fun extra point by allowing the student who answered correctly to try to make a basket with a foam ball.
13. Play BINGO with review questions.
14. Use [exit tickets](#). Find out how from Cassie at Create-Abilities.
15. Hide question cards around the room. Students hunt with an answer sheet, answering as they go.
16. Try this fun [game using sticky notes](#) from Alyssa at Teaching in the Fast Lane.
17. Set up a review quiz in the form of a pub quiz, with teams of 2-4 students.
18. Review Jeopardy style and give the answers, requiring students to answer in the form of a question.

36 Minds-In-Bloom Strategies Continued:

Resource Links are on last page!

19. Use an [online crossword puzzle program](#) to make crosswords puzzles for review.
20. For challenging or monotonous subjects, allow students to earn [Brain Breaks](#) after a given number of correct answers.
21. Play [Scoot](#) or go on a gallery walk (put the cards on the wall). Or go outside and put questions all over the playground.
22. Use a board game, such as Checkers, Trouble, Battleship, or Connect 4. Students must answer a question card before taking their turns.
23. Put review questions on Jenga blocks.
24. Test prep stations: Different skill at each station, rotate them through in groups. [This post](#) helps you make sure your centers stay organized.
25. Play Circle Up! Put kids in two circles of equal number, one inside the other. The inside circle faces the outside circle. Each student has a question card. Students each quiz the student across from them. Then, the inside circle moves one to the right. Repeat. There are fun variations. [Find out more](#) with this freebie from Literary Sherri.
26. Play I Have, Who Has with your class.
27. Review those [anchor charts](#).
28. Have students make their own mini anchor charts for key concepts.
29. Play Around the World. One student stands behind the seat of another student. The teacher asks a question. The first to answer moves to the next student. If the standing student loses the round, then he takes the other student's seat. The idea is to go "Around the World." Good for flash cards.
30. Try turning your [bulletin board](#) into a test prep review game.
31. Try this free Buddy Test Prep game from Laura Candler.
32. Allow students to write their name on tickets for every correct answer, and have a raffle for a few small prizes after each review session.
33. Put review questions in quirky places: on the backs of bathroom passes and bathroom stall doors, on the wall where students line up, on the wall behind the drinking fountain or sink, etc.
34. Squeeze test prep into odd moments: walking in line, waiting for a specialist, just before school lets out, whenever you have a few spare minutes.
35. Have student pairs review on a "Walkabout." Students review while walking together.
36. Allow students to write answers in shaving cream on their desks.

The Following Links will take you to the information you just read about. There maybe addition resources at these sites:

<https://teach4theheart.com/7-review-games-that-wont-waste-your-time/>

<https://www.apperson.com/teach-talk/7-ideas-to-make-test-prep-fun>

<https://minds-in-bloom.com/36-awesome-test-prep-review-ideas/>