

Sample

» GRAB BAG TRIVIA «

(Low-Maintenance, High-Yield Review Format)

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MATERIALS LIST TO MAKE THIS GAME:

- none required

MATERIALS LIST TO PLAY THIS GAME:

- several sheets of paper (per student); pen or pencil (per student)
- scissors & bag to hold review Q & A; game rules

CLASSROOM SET UP & RULES TO PLAY THIS GAME:

(1) Using their text(s) and/or notes, each student writes out on sheets of paper 6 – 10 of the following: key course terms with corresponding definitions/explanations; significant authors/authorities/persons with matching biographical data; key course rules with corresponding definitions/explanations. Each item and its matching data should be separated by several cm. from the others noted on the same sheet. Allow 10 – 15 min. for students to complete this; then collect the sheets, cut into strips (w/ item & matching data together), and place in a bag.

(2) Choose 1 **assistant*** and 1 **scorekeeper*** to help you, the MC.

(3) Divide the class into **two teams** (one side of the room against the other), and begin with **two opposing players** remaining at their desks.

(4) Choose one question strip (w/ item & matching data) and read only the key term/name/rule. (DO NOT READ ALOUD THE DEFINITION/EXPLANATION.) Your **assistant** determines which team has the first hand up; then the first person with a hand up on that team answers the question.

(5) If that person answers correctly, his/her team is awarded 1 point and another question for an additional point (if correct again). If that person answers incorrectly, the opposing team is awarded 2 points, and a 3rd point if they can answer correctly.

(6) Play then continues with the next strip chosen, read, &etc., scoring as above.

(7) A game ends after 20 min. with the higher scoring team as the winner.

***Variations:** Occasionally read the data & require contestants to supply the term/name/rule.
Introduce some surprising Q & A “ringers” unrelated to the course.
Allow a student to MC the game.
Rotate scorekeepers and rotate assistants.

[Apt/2f/GameGrabBagTrivia/TEACHER WORKSHOPS: ADAPTING GAMES TO YOUR CLASSROOM, Pt.1 - Generic]

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