Title: Game Day

Goals: To help students review material for exam questions.

Description: Game day is a low prep strategy to help students review content in a fun way. On game day, organize students into teams. Teams compete to respond to questions within a certain time limit. For scoring purposes, keep track of the order in which teams complete the task. Game questions should reflect the types of questions students will encounter on the exam.

Example: Game questions can include the following:
- List as many terms or concepts/terms that might appear on the exam (recall/memorization)
- Define a list of terms that will appear on the exam (vocabulary)
- Send a team member to the board to draw and/or label a diagram representing a concept (explanation/illustration)

Optional: Offer incentives such as treats or extra points on the exam (ex.
1st place=5 extra points, 2nd place=3 extra points, etc.)

Participant Level: GR / WC
Prep Time: M
Class Time: S/M/L (depending on number of questions)
When: A (esp. before exams)

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Code Legend:
Participant Level: **WC** (Whole Class); **GR** (Groups); **P** (Pairs); **I** (Individual Students)
Prep / Class / Results Analysis Time: **S** (Short); **M** (Medium); **L** (Long)
When to Use During Semester: **B** (Beginning); **M** (Middle); **E** (End); **A** (Any time)