

Lesson Review Games

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Most of these games are designed to be played in two teams but you can adjust them to your group. You can assign any point value to the game. Children often like big numbers like 100-1000.

Self-Control Rule — Tell the children what self-control means: “Rejecting my wrong desires and doing what is right”. Explain that we want everyone to have fun, and we do that by letting others talk when it is their turn, raising our hand and waiting to be called on, and sitting still (along with any other rules you might have). Tell the children that if they do not follow the Self-Control Rule, their team will get points taken off, but if they follow the rule they may be awarded self-control bonus points. These points can be added to their team score anytime to award good behavior. Make sure you are only calling on kids that are following the rules and demonstrating good behavior, instead of the ones that are jumping up and shouting out their answers.

Ka-Boom! — Write different point values on slips of paper. On two slips write the word “KA-BOOM!” When a child has the correct answer, he can draw points as many times as he would like, but if he draws the KA-BOOM! he loses all his points from that round.

Baskets and Buckets — When a child answers the question correctly, they get 100 points for their team. They will then get to throw a ball through a hula-hoop, for extra points, that another teacher is holding. Let them choose a level of hard, medium, or easy. Easy is holding the hula-hoop still, medium is slowly moving it up and down, and hard is quickly moving it or slowly spinning it. You might want to assign different point values depending on the level chosen.

Another version of this game is to have different buckets for a child to throw a bean-bag or ball into after correctly answering one of the questions. Place the buckets at different positions (easy, medium, or hard) with point values based on difficulty.

Crazy Dress Up — When a child answers a review question correctly, have the child pick a dress up item that a teacher has to wear. Dress up items could include a tie, shoes, a funny/colorful shirt or jacket, a coat, gloves, funny hat, cape, gaudy necklace, etc. At the end of the game, have the children vote for the best dressed teacher.

Water Bottle Game — Have two students stand or sit opposite to each other with their hands behind their back. If the children are standing, place a table between them with a water bottle in the middle. If they are sitting, place the water bottle in between them on the floor. Make sure they can easily reach the water bottle from their positions. After asking the question say “go”, and they may try to grab the water bottle. Tell the children ahead of time that if they get the water bottle but they do not know the answer right away or ask for the question to be repeated, it will go to the other person to try and answer the question. If that person does not know the answer, it will go to the team of the first person who grabbed the bottle. If that team cannot answer, it will go to the second person’s team to answer.

Snack Reward — Place the snacks at a designated location. When a child answers a question correctly, he can get one of the snacks. Or after two children answer a question correctly, have them race to the snack item or to a certain location to be awarded a snack.

Shoe Mix Up — As the children are answering review questions, assign them to a team until all the questions have been asked or all the children have been assigned to teams. Then have them take off their shoes and place them in piles at a certain spot. When you say “go”, the first child in line will run down to the pile of shoes and try to find their shoes, put them on, and then run back and tag the next person. The game continues until all the children are sitting down with their shoes on. The first team to do this wins and gets additional points.

Secret Doors — Take a file folder and cut three flaps that look like doors and label them: 1, 2, 3. On sheets of paper write point values that will be seen once the flaps are opened. The easiest way to do this is to put the paper in the file folder, open the flaps, and write the point values. When you are ready to play the game, close the doors on your file folder and place all of your sheets of paper with the point values in the file folder. When the child correctly answers the question, he or she can pick one of the numbers and then you will reveal the points behind the door. Then close all the doors, take out that piece of paper from the file folder, and you are ready for the next round with a new set of point values.

Band-Aid Points — Put a Band-Aid on one of three index cards. When a child correctly answers the question, he gets 100 points for their team. Then hold out the three index cards for him to pick one. If the one with the Band-Aid is picked, an additional 100 points are awarded.

Musical Questions — Count how many students are in the class. Set up that number of chairs minus one in a circle. As the music plays, have the children go around the chairs. When the

music stops, they all have to find a seat. The person left without a chair must answer a review question. If the answer is correct the child stays in the game, but if the answer is not correct the child is out and one chair is removed. Tell the children not to touch the chairs while walking around the circle to avoid fingers being smashed.

Tic-Tac-Toe — Divide the children into two teams. When a child answers a question correctly, have him place an X or O on a tic-tac-toe grid depending on their team. When they get three in a row that team wins. If you have four ropes or jump ropes you can make a large tic-tac-toe grid on the ground and the children who answer the questions correctly can stand in a space on the grid to represent their team. They will either make an X or O with their hands or arms to signify their team.

Points/Give and Take — Place multiple point values in a bag. Let the children draw one piece of paper out of the bag to determine the point value given to their team. If you wanted, you could have another bag with pieces of paper that are labeled GIVE and TAKE. After drawing their point value, the child will draw out of this second bag. If he gets the GIVE paper, the points are given to the other team; if he gets the TAKE paper, then the points are taken for their own team. Excessive bragging and whining is not allowed. If a team displays this behavior their points may be erased because they were not thankful for the points they got. In this case, sometimes the team with the least amount of points actually wins, or no one wins at all if both teams displayed a bad attitude. This teaches children to be grateful for the things that they get and to be generous to others.

Question Jeopardy — Ahead of time write out your questions and separate them into the categories of WHO, WHAT, WHEN, WHERE, WHY, and HOW. Then assign each of your questions point values based on their level of difficulty. Post in front of the children the point values under each of the five categories. Let the children choose which one they want to be asked and then read that question. If they get it right, they get to keep those points for their team and it is marked off the list. You do not have to ask/answer the questions in the jeopardy format. Have one question marked as BONUS. If the children answer this question right, they get a lot of bonus points (you choose the point value but do not let them know what it is until they have answered the question). If they cannot answer the question correctly, the question and points will go to the other team.

Cheer On Your Team — When a child correctly answers a question, he or she gets to pick an action like clapping. When the next child correctly answers a question, the group will do the first

action (clapping) to reward that student. The second child will then pick an action (like stomping). After the third question is answered correctly, the first two actions (clapping and stomping) are done and a third action is added. If the children do not show self-control, you could choose to remove an action.

Happy Face — Divide the children into two teams; draw two circles on a piece of paper or on a white board. Each time a child answers a question correctly they get to add something to their team's face (eye, ear, nose, mouth, teeth, tongue, freckles, hair, etc.). The team that completes the face first wins.