

MIND PLAY

Learning Objective: The student will

- A. Review key concepts and terms
- B. Utilize critical thinking skills

Materials Needed: Computer and projector or transparencies of power point slides

Teaching Strategy:

1. Divide the class into pairs. One should face the screen and the other should face the opposite direction.
2. Instruct them that the person facing the screen should look at the first concept/term and begin giving clues that will solicit the term from their partner. Remind the students that all clues are to be content based clues. They may give examples, but cannot use any part of the term/concept in their clue.
3. As a pair gets the right answer, the student facing the screen should continue to the next term until they get to the top of the list. Skipping a term is permitted, but they should return to it before signaling they have completed the list. For the pyramid the student facing the screen should raise their hand, signaling the teacher to reveal the next concept on the pyramid.
4. When a pair completes either the list or the pyramid, the teacher can stop all of the others and let the winning team trace their path up the list or pyramid. It is also fine to let the teams continue to play and then at an appropriate time, the winning pair can trace their path up by explaining the clues given to solicit the correct answers.

For Power Point template go to: http://www.texaslre.org/pne_lplan-arch.html look for November 2005 **Mind Play Game** Power Point Presentation

GT/AP Extension: Have the student create their own pyramids or lists for review.