

# MATCH GAME

Learning Objective: The student will

1. Identify important individuals from US History (Texas, World)
2. Match each individual with their contribution to the development of this country (the state, the world)

TEKS: Appropriate TEKS selected by the teacher

Materials: Text and supplemental material

Note cards

Questions/Answers

Vocabulary: Dependent on content

Strategy:

1. Students are given questions about the contributions of individuals to the content you are studying.
2. You can use eras, decades, centuries, regions, etc. to categorize the people you want the students to learn.
3. Students answer questions with partners or small groups and then teacher goes over the correct information with the class.
4. For the next class period, put the names of the person on a note card and the important contribution on another. You may group the people into groups of up to five.
5. Shuffle the cards and set them on the desks or on the floor in groups 5 across and 5 down. (Like the children's Match Game or Concentration-old game show)
6. Students turn over two cards to try to match a person with their contribution. If they do not match, they are turned back over and play is passed to the next person. If a match is made, the participant collects those cards in their "pile." The person with the most matches at the end of play is the winner.
7. You can run 3-4 "boards" at a time on different eras or centuries or regions or whatever topic you want the students to review. Students finish a game at one board and then rotate through the different games. A scorekeeper can keep track of cumulative winners during the class period.

Tag/Pre-AP: Students can create their own questions

Sped/ESOL: Students can use their question sheets during the game to make matches.