

The Tower of Power: A review engagement game hour

“Play is the highest form of research.”

-Albert Einstein

“That was the most fun I’ve ever had doing
review” -jaded Grade 11 Student

THE SPEAKER?

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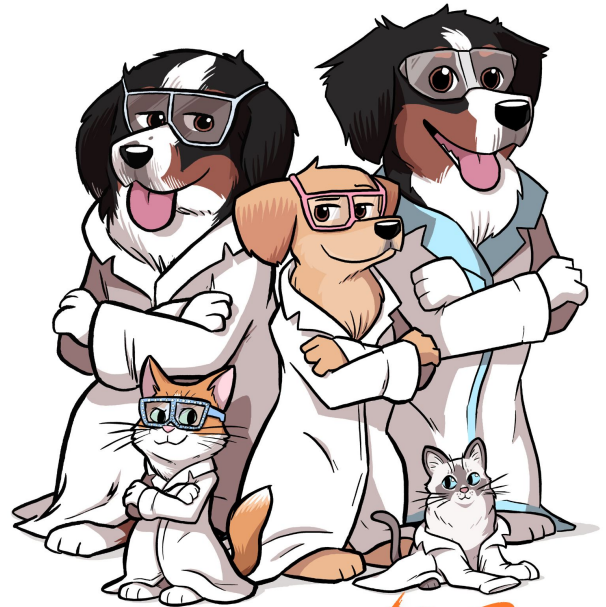
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First Off - Why do we review?

1. Reviewing material before unit tests or final exams helps teachers catch gaps, ambiguities, or unintentional difficulty that students might struggle with under test conditions.
2. In non-diploma courses or for unit tests, you can tackle harder questions you **KNOW** are on the assessment. Teach to the test - why not?

Where did this idea come from?

I was stuck last year. I had five days of review and I had tried everything. It was in June. The first two days were teacher lead, small group led, I even tried whiteboard problems. It was a drag.

But...then I had an idea.

I was asked to be the M.C. for the Science Olympics in Calgary in early June.

I've sent kids to it before, and it was fun to be asked.

I was given no information beforehand about what the kids would be doing, so when I arrived I was winging it as much as possible and trying to make everyone laugh.

One competition had the students construct houses (emergency shelters) and students only had a certain amount of budget to buy supplies.

They had to then buy supplies from a store, and build as a team these shelters.

The best part -

Friendly Competition is usually a hit.

So I came up with a game that used review, points, building, chaos, and teamwork to change the review process into something really fun.

Pros

Generally speaking I found students REALLY engaged in the review process, working as a team to get as many points as possible.

Generally speaking the Tower building time (15mins-20mins) was time well wasted at the end.

It was June. Everyone was done learning after 60 minutes anyways.
(This is why some of my colleagues and maybe even you show Wall-E)

Cons

It's Chaotic.

It takes prep time.

It costs some money with consumables.

Kids try to cheat.

So here is the general plan

Class 1

Students do review in such a way that they can earn points.

I had them write quizzes in pairs - each quiz used Zipgrade so it was super fast to mark in order to determine points the groups would get.

The idea is that each group got nearly the same amount of points so one group was hurt too much by making mistakes.

The kids don't know that.

I also usually have a “drawing” component as the second competition to help the kids who are artistic out.

I give 3-4 minutes to draw out something in which I will then judge and give out points.

This is done so I can mark the quizzes in real time. HA!

In the last 10-15mins of the class students use their points to buy materials from the store. They will use those materials in the next class to build the tower. You can try this all in one class - may the odds be ever in your favour.

Class 2:

A second day of review happens - you will have to set up a system in which kids can do some review to earn some points. These points can be used to gamble in the black market OR buy further supplies in bonus build time.

Last 15-20 minutes Students Build Towers.

So this is a two class review activity.

Let's Run Through it!

You are going to be put in groups. Your table groups.

For this large group game 1 is going to be Kahoot.

Every Question you get right is 1 point for the tower build.

Sign in with your group number.

Now it's time for round 2

Get a piece of paper and nominate someone to start (you may have to pass it based on the skills in your group.)

Draw the Cell and Label as many organelles as you can

Your drawing must also have FOUR of the following characters:

A Super Hero

Mickey Mouse

Homer Simpson Or Peter Griffin

Chappelle Roan

Gritty the Philadelphia Mascot

A delicious cupcake

After the time, bring up the picture for judging

6 Points : Your picture is an EPIC rating

5 Points : Your picture is an AWESOME rating

4 Points : Your picture is a GREAT rating

3 Points : Your picture is an AVERAGE rating

Use your points to buy stuff from my store

I usually get the kids to tally up what they want to buy on a sheet which you will find. This makes the process really fast.

One person comes up and grabs the stuff and I sign off on their paper.

This slows cheating.

Any unused points will be used 10 minutes in when the “Black Market” opens.

Students can also buy stuff from the store at this time with unused points BUT supplies are worth double.

The Black Market is a secret. It has really good stuff that is really expensive in it.

It also has useless things.

Time to Build!

(10 minutes)

The Black Market is NOW OPEN.

If kids have extra points left over, they can buy ONE thing from the Black Market.

Just 1.

Except the gambling pouch. You can gamble in the pouch as many times as you want.

"Wobble Bomb"	Target another team. Their tower must pass a gentle shake test.	4 pts
Betrayal Skewer	Trade in one of your skewers to remove a skewer from another team.	5 pts
Force Field	Make one part of your tower invincible. Hold until the last second. Don't tell other teams you have it.	3 pts
Stinky Stickers	Worthless... except they <i>must</i> be used on a rival team's tower. (ping pong ball and tape)	4 pt
Jenga Token	Force one team to remove one item from their own tower.	5 pts
Mystery Pouch: "The Void"	Reach in. You may pull out greatness or total nonsense.	3 pts



The Black Market is set up for high school kids

The things kids can do can really mess up another team's tower.

Obviously you don't need the The Black Market but it's a fun twist.

Don't get bogged down in The Black Market. I limit it to 1 purchase.

Usually we are running out of class time right after The Black Market so if you have 1-2 minutes you can let them build for a bit longer.

Tallest tower wins! (I use a meter stick).

You have 1 minute to decide on what to get OR get more stuff from the store. COSTS in the STORE have DOUBLED.

You can decide to not have any more supplies purchased as it gets crazy.

That's it!

Questions?