



Coaches Corner NEWSLETTER

April 2024 Special Edition Issue

The Super 6 Test Review Strategies

Preparing for MAP, EOC, & End of Year Tests



Number 1 = 10 Clues

For reviewing vocab words, play 10 Clues. One student sits with his/her back to the whiteboard/smartboard, and you write a word on the board behind where he/she can't see. The class gives up to ten clues about the word (Pyramid game-style is an option), and then the student guesses.

Number 2 = Connect 4

Give each team a pad of post-it notes making sure each team has a single color no one else has. Students answer questions on their whiteboard. Teams with correct answers can put a post-it on the board, building an array. Their goal is to get four of their color in a row, so as they build the array from the middle out. You can draw a grid on the board first if you want, but can also teach your students to make straight rows and columns. They have to put their post-it touching at least one other after the very first note is on the board. Everyone plays at once so there's lots of movement and the board quickly changes.



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Number 3 = Brain Dump

You'll give the students a specific topic or unit of study that involved a lot of learned information/facts. You'll present a format for them to share their thoughts. The best formats will allow students to present ideas via a variety of modalities (i.e. drawings, recorded audio, text, video, etc.) Apart from good old poster paper, you could also use Padlet, Jamboard, or Flipgrid for this activity. Challenge students to see which individuals or teams can come up with the most unique ideas, giving points if you wish.



Number 4 = Move to the Head of the Class

Divide students into teams of two, then have students stand in a row where one student is behind one other. Use the squares of the floor as the game board and tape off a finish line. To play the game, have one person from each team face-off by answering a review question. The first person to answer it correctly moves ahead to the next square. After the first question, the next person in line takes the place of the student who got the answer correct. The game goes on until one team crosses the finish line.



Number 5 = Scavenger Hunt with the Answers

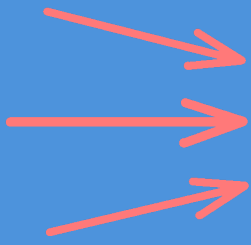
Hide question cards around the room. Students hunt with an answer sheet, answering as they go.

Number 6 = Circle Up!



Put kids in two circles of equal number, one inside the other. The inside circle faces the outside circle. Each student has a question card. Students each quiz the student across from them. Then, the inside circle moves one to the right. Repeat. There are fun variations. Incorporate Quiz, Quiz, Trade with it. (Add answers to the bottom of the card as well so the asked knows the correct answer. Once you ask the question and get an answer (plus correction if needed), trade cards.

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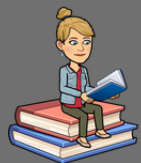


COACHES CHALLENGE

Try one of the Super 6 review strategies or even a checking for understanding strategy. Share it with a colleague and an instructional coach in an email to win a prize.



CONTACT A COACH



Whitney Baker

wbaker@wcr7.org

wbaker.youcanbook.me/

Terri Doman

tdoman@wcr7.org

tdoman.youcanbook.me/

Carrie Mayes

cmayes@wcr7.org

carriemayes.youcanbook.me/

Mary Sears

msears@wcr7.org

msears.youcanbook.me/

Jill Short

jshort@wcr7.org

jill-short.youcanbook.me/

