

What if the
Hokey-Pokey
is what it's all
about

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GAMES & OTHER TOOLS

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GREETINGS TO ONE AND ALL

(ACTIVITY)

Welcoming
activity

Step
1

FIND THREE PEOPLE YOU DON'T KNOW

- ⦿ One at a time, look them in the eye, shake their hand and introduce yourselves



Step
2

NOW FIND THREE MORE PEOPLE YOU DON'T KNOW

- ③ One at a time look them in the eye, introduce yourselves and perform a fist bump



Step
3

NOW FIND THREE MORE PEOPLE YOU DON'T KNOW

- ③ Look them in the eye, introduce yourselves and perform the Hawaiian Hang loose



Step
4

FINALLY,


- ③ Find 3 more people you haven't greeted yet
- ③ Look them in the eye, introduce yourselves and create, between you and your partner, a completely "new" handshake.
- ③ Each of your three handshakes must be **unique**



SOCIALIZATION

What You Are
Is
Where You Were
When

GRABBERS

- ⊙ The previous slide is a “grabber”
- ⊙ Purpose – focus students on the session to come
- ⊙ Must be related to the theme of the class
- ⊙ Can be a PowerPoint slide, a poster, an artifact, music, costume etc. or some combination.
- ⊙ Often if it is a little enigmatic it provokes thought
- ⊙ Here is another example 



DEVIANT BEHAVIOUR

- © A woman, while at the funeral of her own mother, met this guy whom she did not know. She thought this guy was amazing, so much her dream guy she believed him to be, that she fell in love with him right there but never asked for his number and could not find him. A few days later she killed her sister.
- © Question: What is her motive in killing her sister? (Give this some thought before you answer)



DEVIANT BEHAVIOUR

- ⊙ Answer: She was hoping that the guy would appear at the funeral again.
- ⊙ This was a test by a famous American Psychologist used to test if one has the same mentality as a killer.
- ⊙ Many arrested serial killers took part in the test and answered the question correctly.
- ⊙ If you didn't answer the question correctly good for you. If you got the answer correct, please let me know so I can take you off of my e-mail list unless that will tick you off, then I'll just be extra nice to you from now on.



DEVIANT BEHAVIOUR

- ③ I usually combine this with Pearl Jam's "Jeremy" playing in the background
- ③ Eddie Vedder's lyrics contain a number of facets leading up to violent behaviour that I want to speak to
- ③ It is based on a true story about the suicide of a teenager named Jeremy from Richardson, Texas
- ③ Music as a grabber works well – make sure it relates to the topic you are teaching and that you debrief the relationship



LETS HAVE SOME FUN WITH THE FARM ANIMALS...

- ◎ You will be given a tag
- ◎ Do not tell anyone what the tag says
- ◎ Let's get into a clear space
- ◎ Await further instructions



HOW CAN A GAME LIKE THIS BE USED IN YOUR CLASSES

- ◎ Creating groups
- ◎ Get to know you
- ◎ Learning trust
- ◎ Team building
- ◎ Energizer, Having fun



WORD SEARCHES

D E I L L C C B A S S E T I I O L N D Y
R R A P E K I N G E S E D G R E O O K
E R E D N U O H Y E R G N D E T I S S
I D W H H L B R A T A I R B Z U D O U
R G N I P E H I E R D A S O U M P L H
R P E U A E E A E T V R R X A A D E B
E P O G O P H V S R V O E E N L A I L
T T L M R H E S E A T I C R H A C N O
S E U A E I R B N T A H O B C M H A O
- H H E K K I E W A I P U P S A S P U
- S E T N N A C C I I M L S E T R I I S I I
I Z E E I A I N U D L R T O E S U R O
T R T A P L D A I D L T E H P A N E U
S L S I E C H T O A E Y C G P M D K N
A O N R P U O G A R V S O P I O T C D
M H E W A S R G O E V N R U H Y G O S
N A I T A M L A D I R I G G W E D C E
C H O W C H O W P O F G I E L D O O P



WORD SEARCHES

- ③ Don't necessarily give the students the words to search
- ③ Give them definitions – let them work out the concept and find it in the Word Search
- ③ They will work backwards and forwards between text material and the puzzle



USING WORD SEARCH

- ⊙ Hand out as students enter class as a grabber
- ⊙ Have them look for a concept at strategic points in the class as a reinforcement e.g. as you finish discussing the concept
- ⊙ Place on your LMS as a revision tool
- ⊙ 2 of many links:
- ⊙ <http://www.puzzle-maker.com/WS/index.htm>
- ⊙ <http://puzzlemaker.discoveryeducation.com/WordSearchSetupForm.asp> -

A TEAM BUILDER

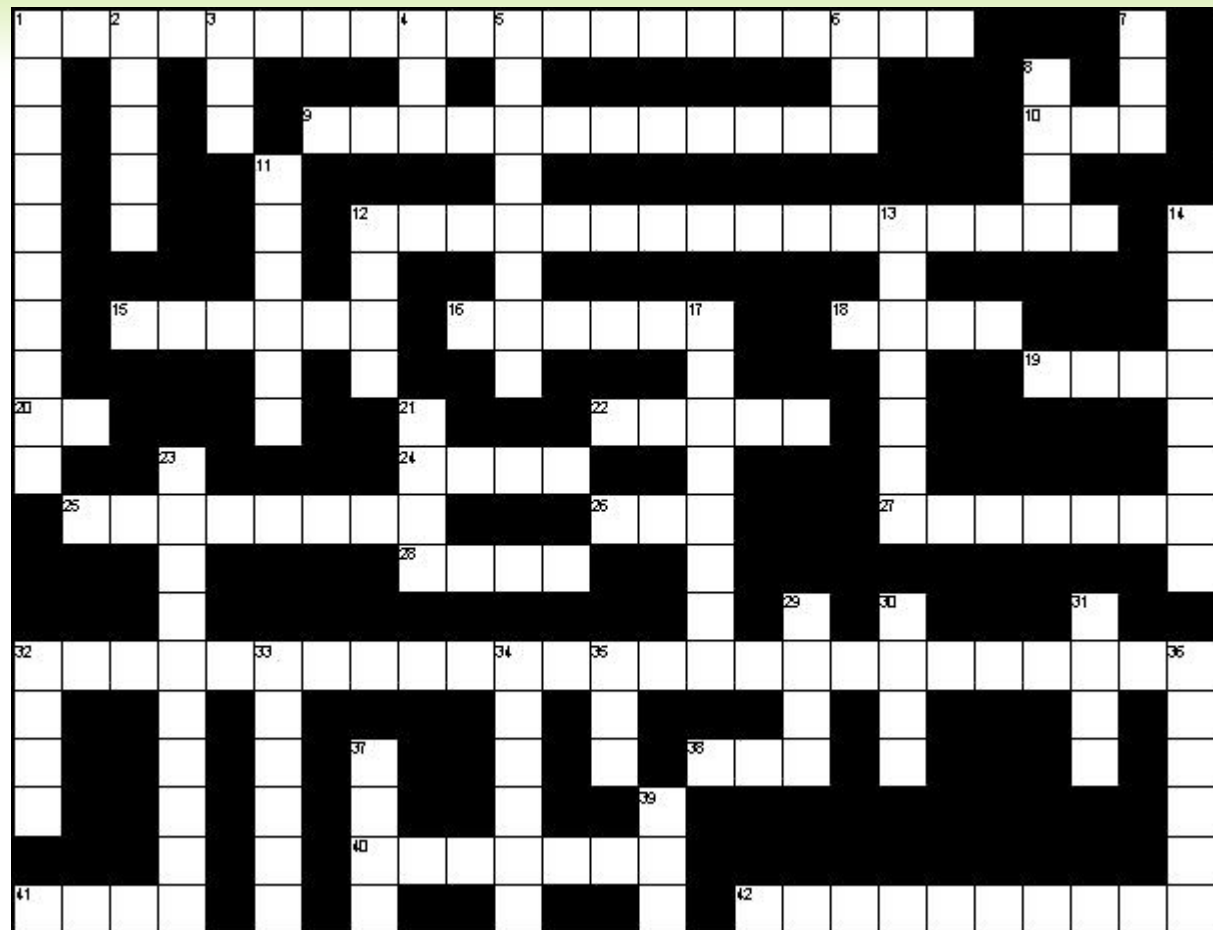




USE TRADITIONAL TOYS IN LESS TRADITIONAL WAYS

- ◎ Keep a 'tool kit' in your office with items to incorporate into classes
- ◎ Balls, deck of cards, an idea book, scissors, paper, tape, straws etc
- ◎ Many traditional games can be repurposed to meet your class goals
 - ◎ Win, lose or draw, Balderdash etc

CROSSWORDS

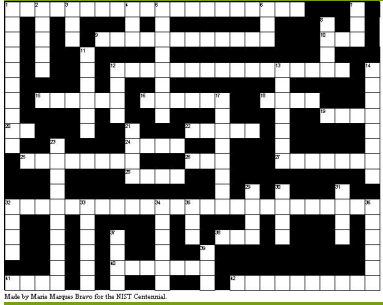


Made by Marie Marques Bravo for the NIST Centennial.



USING CROSSWORDS

- ⊙ Good revision tool
- ⊙ Encourages exploration of text material
- ⊙ Effective teaching tool for learning terminology and concepts
- ⊙ Need to spell words correctly increases care in studying
- ⊙ Identifies areas of understanding and areas of weakness



USING CROSSWORDS

- ◎ Start with simple crosswords
- ◎ Increase complexity
- ◎ Try creating a cryptic crossword

- ◎ Crossword creators:
- ◎ <http://www.puzzle-maker.com/CW/->
- ◎ <http://www.crossword-creator.com/->

HAVE YOU EVER...?

Icebreaker

/ Energizer



FORM A CIRCLE WITH AN OPEN CENTRE

- ⊙ If you answer **yes** to a question rush to the centre of the circle
- ⊙ Give a high five to anyone else in the centre
- ⊙ Rush back to the outer circle



HAVE YOU EVER

- ③ Been to the west coast of Canada
- ③ Been to the east coast of Canada
- ③ Traveled by plane more than 8 hours at a time
- ③ Swam in more than 2 different oceans
- ③ Scaled a mountain such as Mt. Everest
- ③ Enjoyed being with friends and colleagues at CEDP



QUESTIONS

- ③ Begin with commonalities
 - ③ Make it comfortable
- ③ Move to more unique items that less people will have experienced
- ③ End with a single common ‘have you ever?’ to get the whole team in on it

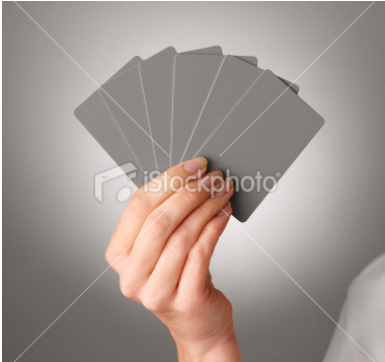


DEBRIEF

- ③ Used as a team builder
- ③ How do these similarities and differences impact group performance?
- ③ Customize for your content area
 - Identify products/experiences that have similarities and differences?
 - Cars, cereal, students...

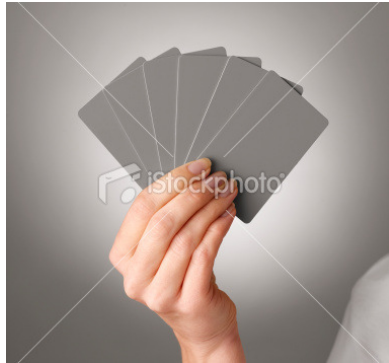
MY LATEST FAVOURITE OBSESSION

- © [Minute to Win It - Games - How To - NBC Site](#)



QUICKIE RESEARCH PROJECT

- ⊙ Divide class into groups of 3 or 4
- ⊙ Randomly distribute file cards to groups
- ⊙ On each card is written a topic or question
- ⊙ Give them 40 minutes to come up with a 10 min. (max.) presentation on the topic
- ⊙ Provide transparencies and overhead pens or flipchart paper and pens



QUICKIE RESEARCH PROJECT EXAMPLE

- ◎ Geoff's Cultural Diversity class:
- ◎ Each card has name of a world religion
- ◎ Task:
- ◎ A brief history of the group.
- ◎ The fundamental belief system of the faith.
- ◎ The basic practices and rituals of the religion
- ◎ Display the most common symbols associated with the religion.



TEMPLATES ON LINE

© Jeopardy

© Who wants to be a millionaire

© Wheel of fortune



WHY USE GAMES?

- ⊙ Allow for different learning styles
- ⊙ Supplement traditional methods (not replace)
- ⊙ Encourage teamwork – although some can be used for working alone
- ⊙ Can enhance competition or cooperation – depending on need
- ⊙ Impact cognitive development and creativity
- ⊙ Make learning fun



REMEMBER

- ⊙ Link the game to a learning outcome
- ⊙ Show how it fits into your lesson plan
- ⊙ Explain the link to the course theory it is enhancing
- ⊙ Do not overwhelm with too many games too quickly
- ⊙ Vary the type according to whether the purpose is cognitive, affective or psychomotor.
- ⊙ Debrief, debrief, debrief, debrief, debrief

RESOURCES

- ⊙ Google. Crossword Puzzle Maker or wordsearch generator and make a choice from thousands
- ⊙ Jeopardy:
<http://www.jmu.edu/madison/teacher/jeopardy/jeopardy.htm>
- ⊙ 20 questions, Wheel of Fortune, Who wants to be a millionaire, Weakest Link etc. templates can be found at.:
- ⊙ <http://www.murray.k12.ga.us/teacher/kara%20leonard/Mini%20T's/Games/Games.htm>
- ⊙ Change the names of the games to reflect the activity and to protect the guilty



RESOURCES ARE EVERYWHERE

- ⊙ Training Games Inc. (<http://www.training-games.com/index.html>)
- ⊙ MIT Teaching and Learning Laboratory
(<http://web.mit.edu/tll/teaching-materials/teamwork/index.html>)
- ⊙ Business Balls (<http://www.businessballs.com/teambuilding.htm>)
- ⊙ Wilderdom (<http://wilderdom.com/games/InitiativeGames.html>)
- ⊙ Leadership Institute
[http://www.leadersinstitute.com/teambuilding/team building tips/tennis balls.html](http://www.leadersinstitute.com/teambuilding/team_building_tips/tennis_balls.html)
- ⊙ JVD Creativity [http://www.jvdcreativity.com/free exercises.htm](http://www.jvdcreativity.com/free_exercises.htm)
- ⊙ Thiagi.com <http://www.thiagi.com/games.html>



**Q&A TIME...SHARE YOUR
EXPERIENCES**

GO PLAY A GAME ...

Thank- you

The slide features a decorative background with a yellow vertical bar on the left, a dark green horizontal bar at the bottom, and a light green horizontal bar at the very bottom. The main content area is white.

ADVANCED PLACEMENT

Large group activity

INSTRUCTIONS

- ◎ Some one calls out the name of an object
- ◎ The group must simulate the object
 - ◎ Each person becomes one element of the object and must be in the correct position
- ◎ Lets practice
 - ◎ *Pizza*
 - Couple people are the pepperoni on a slice of pizza, many are crust, cheese etc



LET'S GO

1. Oak tree
2. Octopus
3. Motorcycle
4. Let's add motion
 - ⊙ Ball rolling down a hill



HOW COULD YOU USE THIS TYPE OF ACTIVITY?

- ③ Create mechanical objects, the human body, a country, a process or system...
- ③ Moving parts add fun and learning
- ③ Have teams do an object and the other guess, competition for most complete object...