

Game Based Review Activities

Day	Alternating Game Based Activity Schedule
Day 1	<p>1. Time each student on target words, and ask them to graph the number they read correctly in 1 minute.</p> <p>2. Play Concentration/Memory</p> <ul style="list-style-type: none"> • Lay out the cards face down in a 10 x 6 order. • Numbering the backs of the cards assists students in remembering where the cards are. • When a student flips over a card he/she must read it, flip over another card and read it. • If it is a match the student keeps the pair. If not, the next student goes. • The person with the most word pairs wins.
Day 2	<p>1. Play Go Fish</p> <ul style="list-style-type: none"> • This can be played with the same concentration cards from Day 1 just have students keep the backs of their cards hidden (if you numbered them). • Deal out the cards (8 to each student), put the remaining cards in a pile in the middle of the table. • Have students ask each other for matches, and if they don't have one they have to go fish, or draw from the middle pile. • The person with the most pairs wins.
Day 3	<p>1. Play a Board Game</p> <ul style="list-style-type: none"> • Use the same cards from the previous days, any board game, game pieces, and dice. • Students roll the dice, and pick up the number (they roll) of cards to read. Students only get to move the number of cards they read correctly. This is to discourage guessing.



Day 4

1. Play Tic Tac Toe

- Put students into pairs
- Put tic-tac-toe boards into sheet protectors
- Hand one tic-tac-toe board to each student and ask them to create their own board. Give them a stack of cards and a whiteboard marker. They should randomly write the words on the board (see example below).
- Students can then play each other in tic-tac-toe reading each word part before they put their piece down.
- You can make a tournament out of it and have the winners play each other. Use different boards each time.

ing	ter	ed
therm	port	cor
ed	ter	parch

Day 5

1. Play Road Race

- Give each student a stack of 8-10 cards.
- Have them write their word parts into the road race board with a white board marker (see sample below).
- Students put their game piece at the start line on their board.
- Students read through the cards and only get to advance when they read the word that is in the next box.
- You may want to set a stopwatch and write down student's individual scores.

Road Race

coun	ous
quit	found
low	coun
show	touch
dis	ir

START FINISH

Day 6

1. Students practice the word cards however they want before the final timing (including choosing to play a game from the previous days).
2. Time each student on target words and ask them to graph the number they read correctly in 1 minute.