

KEY "FUNNING"

(‘cause it’s not boring anymore...)

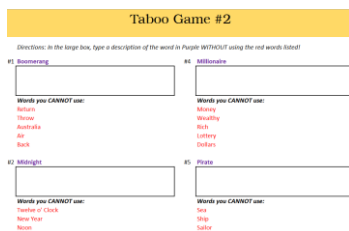
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Most of the games below are available for free on my website, listed above, by entering the Utah Teacher Portal and using the password: _____. You can also get updated versions on my Teachers Pay Teachers site, <https://www.teacherspayteachers.com/Store/Mrs-Funny-Business>.

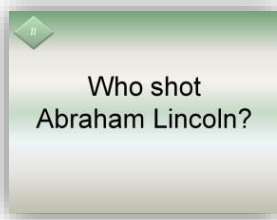
Setup: Most of my games follow a similar format. You will need to pull up the game in Power Point. The kids will usually have some sort of answer sheet (usually in Excel) that they pull up. You can project your screen with the power point if your classroom setup allows all students to see the board. I prefer to use Lanschool in the minimized mode, so the kids have that on one side of their screen, and a minimized Excel on the other side.



Taboo – This is a brand-new game—and warning, it’s only been classroom tested once so I may still tweak it! This game does not require PowerPoint or demoing, but it IS hard to play if you have an uneven number of students. You can play it many ways, but I divide my room into two teams. One side opens up the “player 1” Taboo game, and the other side opens up the “Player 2.” They type in their description of each word, not using the list of five “taboo” words. After about 3-5 minutes, they get up and switch computers with someone from the other side. Now on a new tab that hides the answers, the second player tries to guess the word. Automatically scores it—the team with the highest points wins!



Six Clues –This one uses power point and an answer sheet. There are six rounds in each game. During that round, the students are given one clue after another that will lead them to the answer. They type as much as they can about that clue in the space provided. When the answer is finally revealed after six clues, they score themselves based on how early they guessed it. If they got it on the second clue, for example they get a lot more points than if they didn’t guess it until the 6th clue.



20 Questions - This is adapted from the Trivia Game listed below. Some of the questions are the same, but it's totally revamped. In this game, 20 random questions are asked, and the students type their answers. Then the questions come up again--this time with the correct answer and a point value. It's very straightforward, and a good way to teach cross-curriculum. There is an answer sheet and six power points. You will need to use the overhead or demo mode to get the power point available to all students.



Sentence Pyramid - This game, like my others, requires power point and a way to show it to all students--either on an overhead or demo'd on their screens. However, it can easily be adapted to a standalone game without the power point. Also, note that it is a long game--it takes about 11 minutes to play one power point, plus time to score and find the winner. Students open up the answer sheet in Excel. Show the power point, which has the full instructions and some examples of how to score. Students are basically given increasingly longer words--starting with 3 letters all the way to 12 letters--and they need to make a sentence from that word. For example, if the word is "Ostrich" they could type something like, "Oslo sang to Rose in church heartily." They score themselves according to how many words they got and if the sentence makes sense and is complete. Each word gets increasingly more time--20 seconds for the 3-letter word, all the way up to 2 minutes for the 12-letter word. You can easily take the power point out of the equation, and just type the words in to the answer sheet and have them pull up the answer sheet and complete it as best they can within a given time limit.



Classroom Clash – This is a classroom version of Family Feud. It took a lot of work to get this one going—I did surveys of my students and friends to get the answers. The result is 5 power points you can run, each with 5 surveys on it. The kids also pull up an Excel sheet where they record their answers and their points. Each student plays on their own, not on a team. They get extra points for guessing ALL the answers, and penalized for ever wrong answer they type. At the end, find out the top two scores. These two kids get to compete in Fast Money—also on their Excel sheet. The Fast Money section comprises the last few slides of each power point. You can play it differently if you want—experiment!



Common Denominator - This is usually one of my student's favorite games. There are seven different games--I will probably make more. Each is a power point, so like most of my games, you will need have the students set up their screens so they can see the power point and type at the same time. There is also an Answer Sheet in Excel--they will need to pull that up to type in their responses to each round. The power point will show four things for 35 seconds. The kids need to type into their answer sheet what they have in common. If they don't know, they can type in what the four things are for lesser points. The answer appears after 35 seconds, and the kids score themselves for that round--1 pt for each typed answer, 8 pts for getting the "common denominator", -5 for typing nothing at all, -2 for typing the WRONG common denominator, and -10 if they shouted out the answer. The Excel sheet will add up their score for all 10 rounds. I takes about 10 minutes to play one game. This is also a great way to teach other content in your class. I even contacted the teachers in my school for ideas, which yielded slides on foreign language, renewable resources, historical figures, etc.



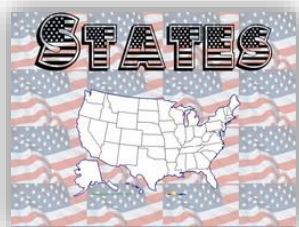
Outburst - This is just a great game. Simple, the kids figure it out quick, and just always fun. I've designed it to be done using Lanschool, a power point appearing on their screens. But it would work just as well on one overhead, or even read aloud. Run the power point. A subject will appear for 45 seconds--something like "Things in an elevator"--the students type as many as they can think of. Then a stop sign comes up. Click once to show ten answers. They get one point for every answer they got that matches the ten given. I do the entire power point--ten rounds--and then the kid with the most points wins. (I can do two power points in once class period of 45 min). You could also do it in teams. Nine power points available. You will need to update them periodically, and a few of them are specific to my school so you'll want to change them for your school. It's a great way to do cross-curricular work--I have slides about math and science, geography, etc. I have also included an answer sheet in Excel that will add up their score for each round.



Scrabble - This was the first board game to keyboarding game I created. I have nine power points for this game! The kids love it! Again, this is another power point. It will show a seven letter word that is scrambled for about thirty seconds. Kids type as many words as they can from the letters in the word. They get a point for every letter they type. IF they figure out what the unscrambled word is, they get 10 points for that seven letter word. After thirty seconds, the unscrambled word will appear. They all get pretty excited to see what it is. They score their work by going to Tools, Word Count. That gives them their base score, and then they add three points for every word they unscrambled.



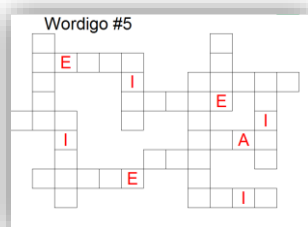
Scattergories - This is based on the popular board game. 12 categories are given and the students type ONE answer for each category that starts with the given letter. Students receive points for each answer. If the answer has double letters they get more points--for example, a store name of Brackman Brothers Bagels would be three points. I've tried many ways of playing this in the classroom, so you may want to experiment. But the simplest method I have found is to have each kid play on their own for the round. Then at the end of the round, they compare their screen with their two neighbors. Any answers that are the same do not count. This lessens the temptation to copy their neighbor's answers! They enter their answers on an Excel sheet which will automatically add up their score. I can usually play six rounds in one class period.



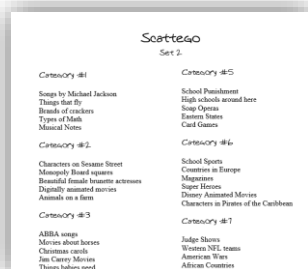
States - This is a fun power point that can help review the states. It shows only the outline of the state, and students have to type which state it is. Comes with a key (inc case you are a little rusty!) Doesn't do all the states, just 20 of them. Great way to review what they are learning in other classes, particularly for the 8th grade.



Word Association - I do a unit for about 8 days where the students are encouraged to compose at the computer. One of the activities we do is Word Association. You could also use this as a "game" but it's really not a game. Pull up the power point, and each slide is set to 50 seconds. (you can easily change the time if this is too much or too little.) Each slide has very random pictures, words, or colors on it. And the kids just--type. Whatever comes to their mind. Words, stories, whatever. It's good to just get them thinking and their minds flowing.



Wordigo - This is an activity I give my faster typists when they are ahead of the rest of the class and I want to give the slower kids time to catch up. It's a nice break for them. It's an Excel worksheet, kind of like a crossword puzzle, but with most of the letters missing. The kids have to fill in the missing words and make sure they all match up. They find it challenging, and it's good practice for their vocabulary. It keeps them busy, too! I have three files, and each file has 5 games in it. More than enough to keep them busy.



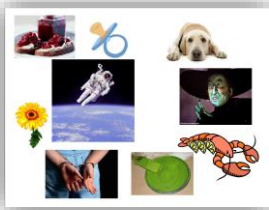
Scattego - I call it "Scattego" because it's a combination of Scattergories and Bingo! The Word doc below will give you eight sets of five categories. The students get into Word or open screen, and you teach them to number their paper. Then you give them the first category--for example, Holidays. The kids type as many holidays as they can. I give them anywhere from ten seconds to thirty, depending on the category. Then I tell them to stop, press enter. Now on number 2, I give them another category, like Days of the week. This time I give them LESS time, because there aren't that many days of the week! I do this until they have done five different categories. Then I start back at number one, and list two random answers. For every answer I say that matches theirs, they get a point. So I might say, "New Year's and Halloween." Each kid CAN score up to two points, depending on what they put. I do this for each category. And then I do the next set. At the end of the 8th set of categories, class is about over. Whoever has the highest score gets a prize. To get more categories, come up with your own, or use the categories that are given in the Outburst games. I like this one because it's so simple and doesn't need a power point. I made this up one day when my students were on the mobile lab in the library while they were installing a new lab in my room!



Random Stories - This is just a fun game to play that also is a great tie-in with English and Creative Writing. You wouldn't want to attempt it until they are late in the semester and are decent typists. It also works great for an advanced lass. First, make copies of and pass out the first page, which explains the game. They will also fill it out and attach it to their completed story. On this page, they will choose a number indicated (like, between 1-100) to select their main character, side character, location, genre, time period, and random objects. Then pass out the next page. They now look up each of then numbers to see what it correlates with, and write that down on the first page. Then they write their story. You could get a story like this: Main character: Cinderella, Side Characters: A rabbit and an elf named "Mimi", Genre: Fantasy, Location: A library, and Random Objects: A clown, a rocking chair, a coffin and a hat. It is great fun to see how the kids work this information into a story!



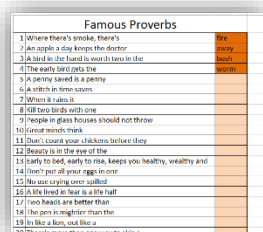
Madlibs - This activity is good when the kids are all burned out and you just want to have a little fun. It's also a good way to teach them tables or numbering. I have them open word and either make a table and number one column to about 20, or I just teach them to number the page. Then I go to the website <http://www.eduplace.com/tales/>, which has a bunch of Mad Libs. You can also use the free Madlibs app on your iPad. I choose a mad lib, then tell the kids to type an adjective, verb, or whatever it's asking for. (This is also a good review for English!) Then I randomly select a kid for each one and enter their answer in to the website. But each student must type an answer to all the questions. Then I read the madlib aloud. It's gotten pretty funny! The kids love this one, though admittedly it's not a whole lot of typing for them!!



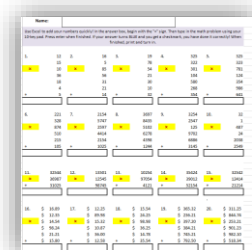
Memory Game - This is a very simple game. I play this two ways. The game is setup on a power point that shows 10 pictures for 10 seconds. the kids are not allowed to type while the pictures are showing. Then they are given about a minute to type what they remember, before the power point tells them to stop. One way is to give them one point for each of the 10 things they are able to remember. The other way is to have them describe each item in detail, and get points for how many characters they typed. This is if you want to really encourage more typing.



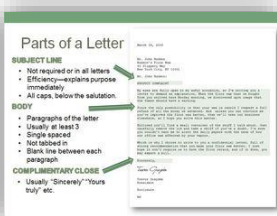
Complaint Letters -Students are given a product, a problem, a consequence, and a action requested--four parts of a complaint letter. The students draw one of each category from an envelope, and have to write a complaint letter with what they draw. They won't necessarily match--like my Justin Beiber CD, is stuck, which caused my little brother to run away, and now I want \$1,000 in compensation. They can get pretty funny! The files on my site include cards with fun pictures that you print and cut. Just download the PDF file and follow the instructions. It's really fun to end a letter unit this way, the kids really enjoy it and they can review letter writing. I also have written instructions--this is a great assignment to give for a sub. You can also use it in Computer Tech



Accuracy Practice – This is my newest game, which only requires access to Microsoft Excel for each student. The student pulls up the Excel assignment sheet and enters the answers to simple questions such as: “Santa _____” or “the opposite of hot:_____” If the answer they type in is correct, they get 1 point automatically scored and the answer changes color. There are several different sheets with different types of questions. You can play it as a timed game, or kids can work on it with leftover time in class. It requires them to type it exactly correct in order to get the points. When finished, they just print the score sheet which automatically gives them a total.



Ten-Key Practice – Like the Accuracy Practice, this is another Excel sheet that will give the students automatic feedback on their 10-key practice so they know they got the right answer. It self-scores so the student need only print their answer sheet to turn it in. Less work to grade, and much more helpful to the student so they know they did it correctly.



Teaching Business Letters – This isn’t really a game but I thought I’d include it since it’s also on my website. The file includes a PowerPoint, 21 letters for practice, and a step by step video. The lesson can be taught using TWO types of formatting (mixed, open, block, modified block) or just one form. The video can be used as a supplement for when students are absent, need a reminder, or wish to study for the test.

