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The Importance of Movement in Learningiv

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Knowledge Ball

Object of the Game

Review information from math, social studies, science, literature or reading lessons.

Preparation

Organize curriculum questions

Materials

a soft ball to toss

Directions

Have students make a circle around the room. Provide a topic for the game. Give one student a soft ball, like a tennis ball or beanbag. The student should throw the ball underhand to another student in the circle.

The student who catches the ball has five seconds to give one fact about the selected topic. If a student is unable to make a statement, he or she is out of the game. As students exit the game, they must sit quietly and watch the rest of the game in the center of the circle. Play until only one person is left.

For example, you are going to play the game using a book you are reading as a class:

The first student tosses the ball.

The second student catches the ball and states, "Johnny had straight black hair." He then tosses the ball to another student.

This student states, "The car wouldn't start so Johnny had to walk." Then she tosses the ball to someone else.

The next student catches the ball but cannot think of a comment. He is out of the game and must sit quietly in the center until everyone is eliminated but the winner.

An incentive (see incentive section) can be given to the winner.

Other Suggestions

- Famous people (The first student names a famous person. The second must name what that person is famous for.)
- Manners/Politeness (Each student must name a rule.)
- Naming trees, flowers, birds, wild animals or domestic animals.
- Life skills and how to show them.

Game Variations

- Divide the class in half. Have sides face each other. Toss a volleyball or basketball back and forth down the line. Each student must state a fact when catching the ball or he or she is out.
- As a student catches the ball, he or she must throw the ball in the air and state a fact before catching it. If correct, he or she tosses the ball to another student.



Knowledge Ball

Curriculum Variations

Geography

- Capitals of U.S. (The first student names a state. The second student names the state's capital.)
- Countries (The first student names a country. The second student names the continent where that country is located.)
- Mountains (Each student must name a mountain range or individual mountain.)

Math

- Multiplication tables (The first student tosses the ball and says "7." The second student tosses the ball and says "8." The third student must say "56.")
- Counting in multiples (Be sure to provide a maximum.) Start a new counting sequence when someone misses or the maximum is reached.
- Division (The first student gives a division problem like "56 divided by 8." The second student must give an answer and then state another problem before tossing the ball.)

Reading

- Character analysis (Johnny's hair was red, Cynthia was bashful, etc.)
- Settings (in Lake County, by Lake Annie, in the kitchen, etc.)
- Plot (Johnny was afraid to fail; Marina knew the secret, etc.)
- Sequencing (One person says a plot fact, and the person catching the ball states the next element of the plot.)

Science

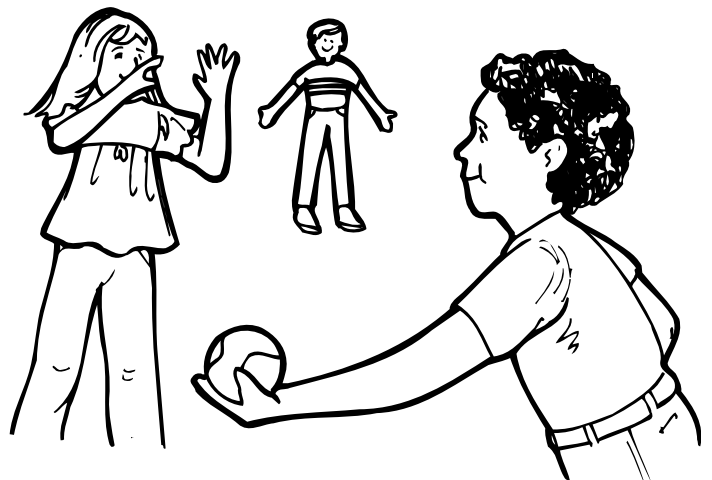
- Definitions
- Chemical symbols (The first student states a chemical "gold." The second student must state the symbol "Au.")

Spelling

- Give a word. The student catching the ball must spell the word correctly.
- Syllables (Student must state how many syllables are in the spelling word.)
- Definitions (Student must give the correct definition of the word.)
- Synonyms/Antonyms
- Sentences (Student must use the spelling word in a sentence.)

Vocabulary

- Definitions (The first student gives a vocabulary word. The next student must give the definition.)
- Synonyms/Antonyms (One student must give a word. The next student gives a word that means the same or the opposite.)
- Sentences (One student says a vocabulary word. The next student uses that word in a sentence.)



Word Chase

Object of the Game

Learn new words (or spelling words) and their definitions.

Preparation

Organize curriculum questions

Materials

dictionary or thesaurus per team

Directions

Separate the class into teams of four or five students. Give each team a dictionary or a textbook.

Have one student from each team come to you at a central location.

Give them all the same word.

Students then hurry back to their team and teams race to look up the word's definition.

When a team finds the word, they yell "got it!" The other teams must freeze.

The team that found the word reads the definition.

If the team is wrong, they're out. The remainder of the teams continue looking for the word.

Keep a score tallied on the board.

An incentive can be given to the winning team.

Game Variations

- If enough dictionaries are available, make two-person teams. You can call out the word from the dictionary or textbook.
- Synonym or antonym: Look for a word in a thesaurus and tells the teams, "I want a synonym for _____ that starts with the letter ___." Students can find the answer by looking up the word and scanning the synonyms.
- True and false questions: Give a word and a synonym for this word. The students should look up the word in the thesaurus and check if the word is really a synonym of the original word or not. The first team to find the answer calls out and the other teams freeze until it is determined if they are correct or not. (It is important to use the same thesaurus as the students.)

