

GAMESTORM!!!

Like a brainstorm, but different...

Title of the game: Build a sentence

Object of the game: Understand the structure of a sentence

Content area and learning goals: Language Arts

1. Grammar ; will create a sentence following rules
2. Sentence structure

Number of players: 4 or 5

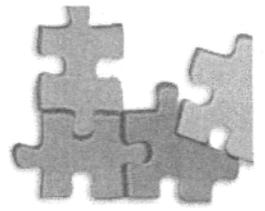
Time needed: 5 sec intervals

You will need: Yellow / Blue cards

Directions:

Yellow cards or verbs ; blue cards
are nouns. Make 2 piles of yellow
and blue cards. Draw a blue and yellow
card. The team must make a sentence.
First team to make 10 sentences wins
1 point for 1 sentence first.

At the end of the game: Winner gets to come back
to school the next day.



GAMESTORM!!!

Like a brainstorm, but different...

Title of the game: Nouns, nouns, and more nouns/mounds of nouns

Object of the game: To sort vocabulary by Person, Place or thing

Content area and learning goals: parts of speech

1. SWBAT differentiate between common nouns and proper nouns
2. SWBAT ^{distinguish between} peoples, places, and things

Number of players: 4-5

Time needed: 20 min.

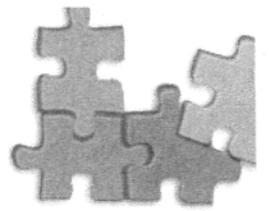
You will need:

hoola-hoops, noun picture cards

Directions:

Students choose a card and help each other to sort nouns into person, place, or thing categories.

At the end of the game: everyone is a winner!



GAMESTORM!!!

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Title of the game: Stuck on ^{The} You - Water Cycle

Object of the game: Place themselves in the order of the cycle

Content area and learning goals: _____

- Understand the process of the water cycle.
- _____

Number of players: 6

Time needed: 10 - 15 min

You will need:

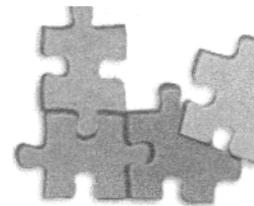
Sticky labels

Directions:

Students, after singing the song, must find out what step of the water cycle they are and form a circle in the correct order of the cycle.

To the tune
"She'll Be Coming
Round the Mountain"

At the end of the game: Students will sing "Water Cycle Song"
Water travels in a cycle, yes it does x2
it goes up as evaporation, forms a cloud of condensation
Then it rains or snows or precipitates. Yes it does



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Title of the game: "Continent Capture"

Object of the game: Learn continent shapes + names + locations
Cooperative learning

Content area and learning goals: Social Studies

1. Demonstrate knowledge of continents' names + locations
2. Demonstrate cooperative learning behaviors

Number of players: All students

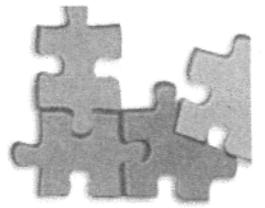
Time needed: 40 min. (1 period)

You will need: 7-sided dice, with each continent's shape per side
a world map
continent names on magnetic strips

Directions:

- 1) Divide class into groups
- 2) Group rolls dice.
- 3) Match continent shape with location on map + name
- 4) Group tells one fact about that continent they've learned (or can go to computers + research the continent they rolled).

At the end of the game: All continents labelled + identified.



GAMESTORM!!!

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Title of the game: Shape Shifter

Object of the game: To make as many shapes as they can in the time allotted.

Content area and learning goals: _____

- Team work
- Math, Geometry

Number of players: 4

Time needed: class period

You will need: <u>Groups of children</u> <u>dice</u>	<u>large area of classroom</u>
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Directions:
Roll dice (can use more than 1 dice)
The no rolled determines the amount of sides ~~the~~ the shapes.
The students make the shapes using their arms.

At the end of the game: _____