

How does it work?

Choose one or more of the following games to play in the class, or better still, get students involved in choosing a different revision game every lesson in the run-up to an exam.

❖ A pub quiz

Put students into groups, and give each group a topic, a set of keywords or a key concept etc. They should write 10 questions relating to their topic. Collect all the sets of questions from each group, and you instantly have a pub quiz with several different rounds!

N.B. Each group should take it in turns to be quiz master, reading their own questions (they will effectively sit out this round of questions). You could give each group a 'joker card' to play in a round they are confident with. When they play their joker their score should be doubled for that round.

❖ Pass the parcel

Try playing this popular party game with revision questions hidden in each layer of the parcel. You might want to give out rewards for correct or thorough answers (and include the traditional treaty prize in the centre of the parcel if you don't want a classroom mutiny on your hands!)

Alternatively, include revision tasks in each layer such as making revision cards, word mats, or mind maps, so that students have to complete a revision activity which will be shared with the rest of the class - a great way to revise collaboratively.

❖ Taboo

Taboo is a word guessing game. Give each student a card with a taboo word – a word which they have to define or explain for their partner to guess, *without using the word itself*. We have some ready-made Taboo resources already published on www.teachitscience.co.uk.

To make things more challenging, add five additional related words which cannot be used i.e. if the taboo word is *photosynthesis*, the additional taboo words might be light energy, chlorophyll, plants, carbon dioxide, starch etc.

Use Teachit's [Timer](#) to keep things on track, and give students up to one minute per card, as a quickfire revision starter or plenary.

For a longer revision activity, put students into small groups. Give each student a series of cards, and up to two minutes to explain as many taboo words as they can. They gain five points for each taboo word their group guesses.

❖ Dominoes

Match up keywords with definitions, questions with answers or just for linking ideas.

Use our domino template below to help you get started.

❖ Fishing game

Write revision questions, revision tasks, or keywords on long, narrow slips of paper (see template below), and cut along the dotted line to slot the fish together. Alternatively, get students involved in writing the questions or tasks, and doing the cutting out.

Now make a fishing rod using a twig or lolly stick, with a piece of string tied to one end. Attach a bent paper clip hook to the end of the string.

Place all the loops on the floor, so they are upright and not lying flat on the floor i.e the fish is swimming. Students should take it in turns to 'fish' or hook one of the loops of paper. They should then try to answer the question, complete the revision task or define/explain the key word.

A fun alternative to whole class Q & A, which works well with any age or ability range. Less confident students might prefer to work in groups.

❖ Pairs

Create a version of the pelmanism memory game, by giving each student a set of 20 blank cards. Give each student a topic, or ask them to choose one themselves. They should create 10 questions and 10 corresponding answers on the cards. Use the card template below, or make your own.

Next students should place the jumbled questions and answers face down on a table in front of them. They should then swap places with a partner, so that they have to match up their partner's questions and answers.

The fastest student to match all the questions and answers is the winner.

❖ Blankety-blank

Loosely based on the classic TV game show Blankety Blank. Students play in groups of 4-5. Provide each group with a set of sentences to complete such as 'The different types of energy are 'blankety-blank''. One person reads the first sentence out and the rest have 30 seconds to write down their best answer to complete the sentence. They take it in turns to read out their answer and the person who read out the question chooses the best answer, which wins a point. Using everyone's answers they can then write a definitive answer. (This could then be shared in a class version of the game against the other groups.) Students take it in turns to read a question out.

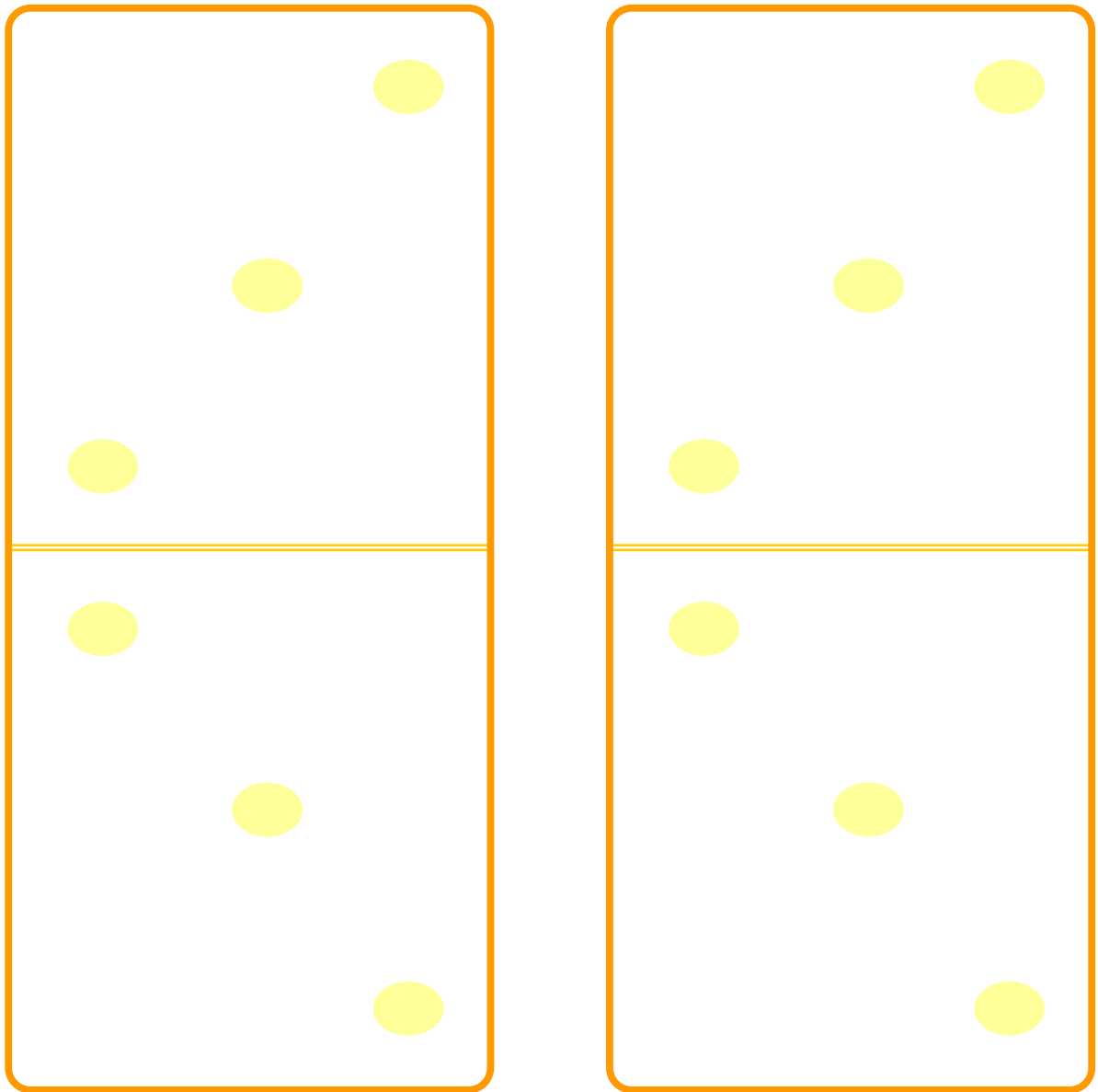


Further teaching ideas ...

Ask students to share their most effective revision ideas and strategies, and if you have time, try a few in class.

Card template

Domino template



Fishing game template

