20 *teaching ideas for plenaries*

1. **Play Taboo!** Put students into pairs and they describe a keyword, scientist or discovery to their partner without saying the 'taboo' word.

2. **Have a race.** Get students into groups and have a pile of question cards at the front of the class. Students grab a question, take it back to their team and then come to you with the answer. The first team to answer a set number of questions wins.

3. **Summarise a summary**. Ask students to summarise the lesson in five bullet points, then three, then one and then finally in one word!

4. **What's the question?** Give students a selection of answers and they have to write the questions.

5. **Statement of learning**. Put five statements about the area that you've been studying up on the board and the students need to choose which three best reflect what they've learnt and explain their reasons why.

6. **Science haiku**. Ask students to sum up the lesson, keyword or concept in the form of a haiku poem (a three-line poem of seventeen syllables, the first line with five syllables, the second with seven and the third with five).

7. **Mastermind**. Ask for a volunteer to answer ten questions (let them know that they can respond with some incorrect answers on purpose). The other students should hold up a tick or cross if they agree or disagree with the answer.

8. **Play Pictionary!** Get students into pairs. One draws something that's been studied e.g. a keyword, apparatus, a scientific discovery and the other one guesses what it is. They then swap.

9. **Encourage questions**. Ask students to write down any questions they have on the topic/area you're studying. You can then use these to help you plan your next lesson and as a starter to see if other students can answer them.

10. **Focus on key words**. Set a time limit (say three minutes) and ask students to write as many key words relating to what they've studied as possible.

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Pyramid plenary. Create a post-it note pyramid plenary. Students write down three things they have learnt on separate post-its. They also think of two questions they would like answered and one thing they already knew. You could then use this to plan your next lesson.

Twitter. Ask students to sum up the lesson or an aspect of what they have learnt in 140 characters.

Play Hangman. Either play directly on your whiteboard with a good old marker pen or use Teachit Science's Hangman interactive to revise key terms and words that have been studied in the lesson.

Sorting information. Give students some information on a set of cards and ask them to sort the information in a particular way, e.g. in a sequence, by type, etc.

Explain via email. Ask students to write an 'email' to a student who is absent explaining what they've learnt in the lesson.

Create mnemonics. Get your students to create their own mnemonic which reflects the meaning of a new word or term that's been learnt in the lesson

Play Snap! A game of Snap is a great way to revise key terms or ideas. You could either cut up paper cards or use Teachit Science's interactive version to get the whole class involved.

Simon says. Read out a true or false statement such as 'Simon says copper is a metal'. The students should repeat it (or hold up a tick or cross on a mini whiteboard) if they think it is correct. If they repeat it and it was false then they should sit down.

Have a game of Connect Four. Either draw your own Connect Four board or use the Notebook template on Teachit Science. Put students into two teams. Ask them a series of questions alternating between teams, and the first one to get four in a row is the winner!

Play Just a Minute! Put students into pairs and ask them to talk about what they've learnt during the lesson. Give them a one minute time limit and tell them they're not allowed to repeat, hesitate or deviate! If they do, the other student then takes over and tries to talk for a minute.