REFLECTION GAME SHOW

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ACTIVITY FOCUS:
Reflection

ADDITIONAL LENS:
Social Emotional Learning

ART FORM:
Visual Arts/Imagination Play

ARTISTIC TEACHING PRINCIPLE:
Reflection & Imagination

Summary

This game show activity is used at the end of a unit or residency as an exciting way to assess student learning. Using teams and a carnival wheel, the classroom turns into a fun and engaging team-building event for students and the classroom teacher.

Goals

Students will be able to work in teams, show curriculum knowledge, and use their imagination to show knowledge. The teacher will have an alternative skill in assessment gathering.

Materials Needed

A carnival wheel (can be found online) or a box with some curriculum-related questions inside. I like to use a wooden spoon for a microphone, too, but it's not necessary.

Additional Comments

This is such a fun way to do an assessment and help students learn curriculum content and team-building skills. Remember, it is imagination play, so keep it lively!

Activity Outline

1. Break up students into groups.
2. Set up your carnival wheel or question box with a skill from the curriculum goal. (Example: If your prompt is “Verb”, you would ask the student a verb question.)
3. Explain the Game Show to students. A student will come up, spin or pull a topic, and the host will ask a question. If the student can answer on their own, it’s 3 points. If they need help from their team, it’s 2 points. Have a score keeper: maybe the classroom teacher or teaching artist? Remember, you’re playing, so have fun! Try buzzers, gameshow music, pretend you’re on tv!
4. Start your game by having students come up, one team member at a time. Students play by spinning a wheel or pulling a question. The student decides to answer on their own or ask their team. The game continues until all students have a turn.
5. In the end, I usually have all students win for being great players and pass out a small prize (or let the teacher pass out prizes at the end of the day-- pencils work great!).