



QUESTIONS-4,5,6,7 WORDS

This is a great game to play if you're introducing a new topic of study when the children haven't learned a lot about it and have questions.

Setting up the game:

1. You will need one magnetic spinner.
2. Draw a circle on the white board.
3. Divide the circle into 4 sections and number each section 4, 5, 6 and 7.



4. For smaller groups (up to 8) you can divide a large whiteboard into 4 sections. A pair is assigned to each section.



5. For larger groups, or if you don't have a classroom whiteboard, you can divide the group into pairs and give each pair a small white board, dry erase marker and a sock to serve as an eraser.



6. Tell the children the topic you're focusing on. (i.e. Lemurs)



Now to play!

7. One student spins.
8. One partner in each pair takes a turn writing a question about the topic using the number of words spun. (#4 means 4 words in the question)

The question can be serious or silly!

9. In order to earn a point, the question has to have a Capital letter, spacing, correct spelling and a question mark.

Once they've completed their question, they don't say anything. They just hold up their white board or turn and look.



or



10. Look at the question.
If there is one mistake, hold up 1 finger.
If there are 2 mistakes, 2 fingers, 3 mistakes, 3 fingers, 4 mistakes, 4 fingers.
If there are no mistakes, give them a thumbs up and they tally a point.
11. If they have a mistake they continue to correct the question until you give them a thumbs up.

Writers who get a thumbs up right away can continue writing new questions, earning more points, until all writers have completed their one question.
12. Once each pair has correctly written a question, move onto the next turn.
13. Play until you've used all 4 numbers or until the time allotted runs out!

NOTE: This game can address the following Common Core Standards: CCSS.ELA-LITERACY.L.K.1, L.K.1.D, L.K.1.F, L.K.2, L.K.2.B, L.1.1, L.1.2, L.1.2.B, L.2.2, L.2.2, L.3.1, L.3.2, L.4.1, L.4.2, L.4.2.A, L.5.1, L.5.2, RF.K.1.C and RF.1.1.A