Secondary Students Can Learn As They Play

Presented by
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Welcome!

Gifted Students: CARRYING THE TORCH of Excellence

THE Curriculum PROJECT Inc.

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Our Session's Objective

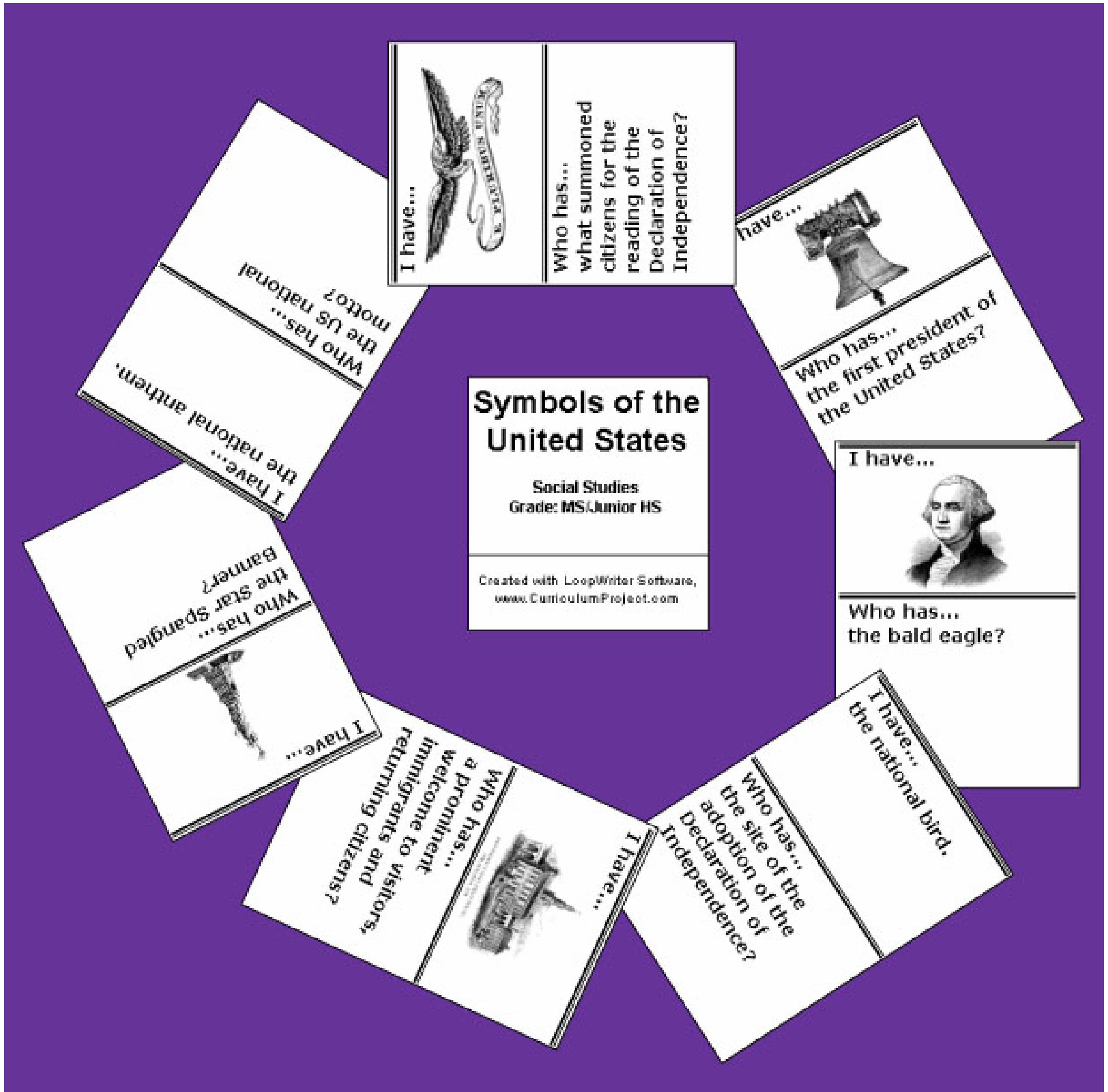
We will examine

ways to use loop games to make learning

engaging and improve student success

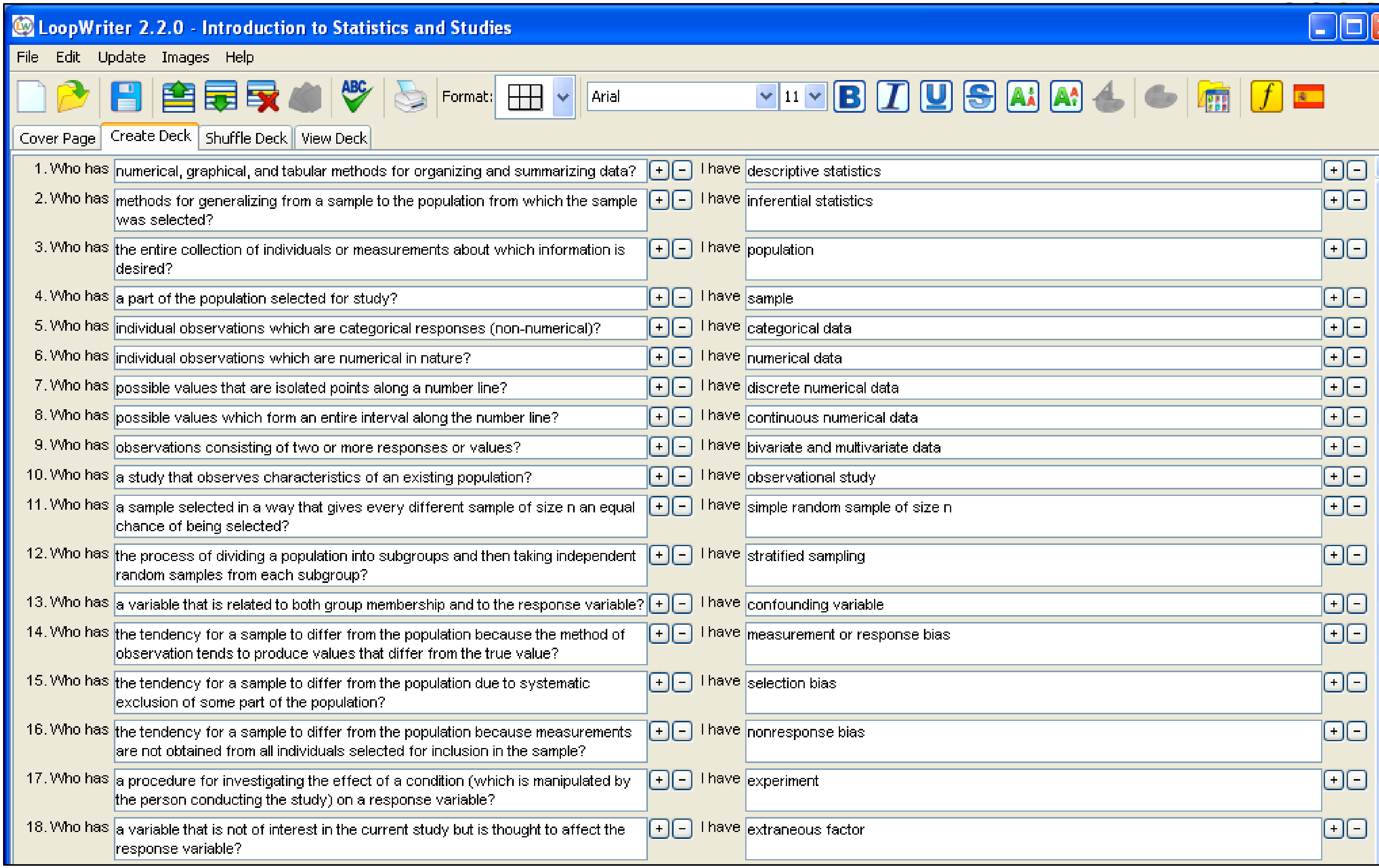
and share ideas using loop game, notes & discussion.

What Is A Loop Game?



- A loop game is a card game that is also known as “I Have/ Who Has.”
- Secondary teachers and students love it, because it supports the acquisition of complex content in a fun, collaborative way.
- Create your games “right” and you can walk your students through a range of thinking skills as they interact with their classmates.

How Do I Create Loop Games?



- **Loop games are created like tests. Simply create questions and answers. Then…**

How Do I Create Loop Games?

Introduction to Statistics and Studies **Mathematics** **Grade: High School** Created with LoopWriter Software, www.CurriculumProject.com	I have… confounding variable Who has… random assignment to experimental conditions?	I have… randomization Who has… possible values that are isolated points along a number line?	I have… discrete numerical data Who has… a study that observes characteristics of an existing population?
I have… observational study Who has… a sample which is the population of interest itself?	I have… census Who has… numerical, graphical, and tabular methods for organizing and summarizing data?	I have… descriptive statistics Who has… a variable that is not of interest in the current study but is thought to affect the response …	I have… extraneous factor Who has… individual observations which are categorical responses (non-numerical)?

- **…print the cards.**

How Can I Use Games To Differentiate?

- Adjust the number of players in each group in order to make the game easier or more challenging for students of different abilities.
- When a group finishes playing a deck, break the group in half and have them replay the game in smaller groups to make it harder, have them play against the clock, or have them go onto a higher level game of the same topic.
- Use various complexities of decks during one lesson in order to differentiate for different abilities.
- Create a loop game center with individual record sheets through which students can acquire extra credit.

How Can I Use Games To Improve Scores?

- After playing a deck in school, send home one deck per student so that they can play it again (especially if reviewing for a test). Make sure to send home the sheet called How to Play a Loop Game.
- Use some of the questions from your decks on your tests so that students see the relevance of playing the games.
- When they finish a loop, provide students with the answer key (Shuffle Deck Screen), so that they can check their loop to make sure each card is answered correctly.
- Make games that are complex enough to cause students to play a "cleansing round". This means that their first attempt did not loop, and they need to go back and check all of their answers until they find the oversight(s).
- Ask questions forward and backward so that a number of questions are answered twice within one deck. This provides more practice with key concepts.
- Group your students so that they each get 5-10 cards in order to make it a valuable learning experience.
- Create cumulative decks so that students play a deck called Civil War I, Civil War II, Civil War III, and so on. The Civil War I deck consists of 15 cards, the Civil War II deck consists of 20 cards (including the cards from the Civil War I deck), and the Civil War III deck consists of 25 cards (including the cards from the Civil War I deck and the Civil War II deck), etc. This will provide student with repetition regarding a number of the questions/answers in addition to working through new questions/answers in each deck.

How Can I Make Games User-Friendly?

- Use complete sentences when creating the questions and the answers.
- Have students submit questions for the ongoing development of decks.
- Adjust the size of the cards to make them easier for younger children to handle and read.
- When playing the game, the players should read each card loud enough for everyone to hear and wait until the group confirms or rejects each answer.
- When playing the game, students should lay out the cards like dominoes in a way that each question and each answer can be seen. By doing so, it is easier to go back and find errors.
- When playing, place a marker on any card that the group is uncertain of so that it can be found easily if the deck does not loop.
- When playing a game, everyone in the group should focus on the same question at the same time. Collaborating makes the experience a more cohesive learning experience.
- When playing, students should refrain from stating an answer unless it is his or her turn. Otherwise, learning opportunities are shut off.
- Print the same game on different colored paper, so that cards that get dropped on the floor get placed back in the correct decks.
- Purchase small (4 X 5) baggies from a craft store for game storage.

What Advanced Tips Are There?

- Send Loop Games between work and home by attaching them to email messages.
- Move Loop Games between work and home by putting them onto a flash drive.
- Join the Loop Group at www.LoopWriter.com and share loop games with many other teachers throughout the United States.

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Thank you!

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