

Science Game Challenge

Goal: Create a game to review vocabulary and concepts discussed in class this year.

Requirements:

- 1) Games need to target a minimum of 20 vocabulary terms from one of the learning units we've studied this year.
- 2) Each game needs to include written directions explaining how to play and how the winner is determined.
- 3) Games should be able to be played by 2-4 players.
- 4) Games may be paper versions (hand-written or printed) or electronic versions created using online software and programs.
- 5) Each set must include all the required materials needed to play the game.



Examples:

- Matching card games - Players must match vocabulary terms to definitions to earn points
- Board games (Trivial Pursuit, Monopoly, and others) - Requires players to give answers to earn points to advance in the game.
- Bingo games – Provide a list of terms to use to fill in the cards and clues that can be drawn during game play to fill in the cards.
- Game-show style games (Jeopardy, Millionaire, etc.) – Provide questions for each level and/or category.
- Online games (Kahoot, Gimkit, Study Stack, etc.) – Create your own game like ones we have played in class as review activities.
- Scavenger Hunt games – Players must find hidden clues and answer them correctly to earn points.
- Escape room challenges – Players will need to work as teams to complete the challenges you design to “escape” and win the game.
- Any other game you develop that meets the requirements outlined in the section above.

Vocabulary sets are available on Mrs. Tomm’s page of Quizlet at <https://quizlet.com/mrstomm>. You may also use the vocabulary pages and other notes in your Interactive Science Notebook.