



Challenge cards

Mnemonic

Create a mnemonic that will help you to learn about a key part of your topic.
Ask your group to rate it.

- 3 points for an excellent mnemonic
- 2 points for a good mnemonic
- 1 point for a fair mnemonic



Who am I?

Ask your group to write down a key person you've been studying on a sticky note. Place it on your forehead - no peeking! You have 60 seconds to ask them questions to find out who you are. They can only answer yes or no!

- 3 points for a correct guess
- 0 points for incorrect guesses



60 second expert

Think of a topic related to your revision.

Talk about it for sixty seconds without pausing or repeating yourself!

- 3 points if you succeed
- 0 points if you repeat yourself or pause



Key word glossary race

Write down three key words relating to your topic. Race your group to define them correctly.

- 3 points if you correctly define them first
- 0 points if one of your group defines them first.



Picture this

Images can help you to remember key facts. Pick a person, event or key term. Draw an image that helps you to remember what it means or key facts about it. Your group should judge how successful it is!

- 3 points for a useful image
- 1 point for a fairly useful image



Headline figures

Write a catchy newspaper headline that sums up an event that you are revising. Can your group guess which event it is in 60 seconds?

- 3 points for a correct guess
- 0 points if they are unable to guess



True or false?

Write down a true or false question for your peers.

Test them!

- 1 point for them if they guess correctly
- 1 point for you if they can't



Dough models

Think of a person, event or term related to the topic you are studying. Model it in dough. Can your peers guess it within 60 seconds?

- 3 points for a correct guess
- 0 points if they are unable to guess



Wordle

Put a key word onto a sticky note. Ask your peers to add as many words linked to that word that they can in 60 seconds.

- 3 points: 16-25 words
- 2 points: 10-15 words
- 1 point: 5-9 words
- 0 points: 0-4 words



Hangman

Think of a word linked to your topic. Ask your peers to guess what it is by suggesting letters. Who guesses it first?

- 0 points if they guess it
- 3 points to you if they don't and the hangman is drawn!



Question cards

Think of an exam question and write it down.

What would be a good structure to use to answer this question? Include sentence starters.

(2 points)



Which exam question do you find the most difficult? Why? Ask your peers for tips and advice on how to tackle it. Write a mini tip guide for yourself until your next go.

(3 points)



Plan the answer to this exam question:

(3 points)



With your group, plan the answer to this exam question:

(2 points)



Plan the answer to this exam question:

(3 points)



With your group, plan the answer to this exam question:

(2 points)



Plan the answer to this exam question:
(3 points)



With your group, plan the answer to this exam question:
(2 points)



Rules of the game

To play the game you will need:

1. A counter for each player
2. A coin
3. A pack of sticky notes
4. A pot of modelling dough



Rules of the game:

- The aim is to work your way around the board, collecting points as you go. The person with the most points at the end is the winner.
- Flip the coin to move forward. Heads move 2 steps, tails move 1 step.
- If you successfully complete a task on one of the squares you bank the points shown.
- You can also collect points by completing 'Challenge' and 'Question' cards successfully.

Teaching notes

This resource could be adapted to any topic.

You could either pre-populate the 'Question' cards (on p.3) with questions which you have written or ask students to design their own questions at the beginning of the game.