**Use each one only once…**

**Strategies Lifelong Learning Attributes**

|  |  |
| --- | --- |
| Cornell Notes | Resilience |
| Concept Maps |  |
| Study Environment Survey | Creativity |
| Not your Mommas Index Cards |  |
| SEE-I |  |
| Almost but Not Quite |  |
| Journey Map – connections to improve memory/recall | Changing & Learning |
| Study Guide Template |  |
| Reciprocal Teaching Template | Meaning-Making |
| Dissecting Quiz Questions |  |
| What a study session should look and feel like | Strategic Awareness |
| Critical Thinking framework + assessment |  |
| CT POV | Critical Curiosity |
| CT Socratic Questions |  |
| CT Reader Response |  |
| CRAAP Test | Learning Relationships |
| Reading Academic Articles HO |  |

**Use each one only once…**

**Strategies Lifelong Learning Attributes**

|  |  |
| --- | --- |
| Cornell Notes | Resilience |
| Concept Maps |  |
| Study Environment Survey | Creativity |
| Not your Mommas Index Cards |  |
| SEE-I |  |
| Almost but Not Quite |  |
| Journey Map – connections to improve memory/recall | Changing & Learning |
| Study Guide Template |  |
| Reciprocal Teaching Template | Meaning-Making |
| Dissecting Quiz Questions |  |
| What a study session should look and feel like | Strategic Awareness |
| Critical Thinking framework + assessment |  |
| CT POV | Critical Curiosity |
| CT Socratic Questions |  |
| CT Reader Response |  |
| CRAAP Test | Learning Relationships |
| Reading Academic Articles HO |  |

**Directions**

Which category would you like to improve? Choose one from Reflections, LearnSmart, Toolboxes, Participation – If you score adequate points (without going outside the rules of the game!) you can increase your grade one letter grade in the chosen category.

The point of the game is to get students to think about all the reading and lifelong learning strategies we talked about in class this term. Students are in pairs – Odd number? Each round one student sits out as the dice roller and earns 10 points. Each student gets 100 points to start the game and add or subtract points based on correct/incorrect answers. Students get a playing card (like in Yahtzee) to keep track of their points earned/lost in each round. They also get a card that contains all the strategies we covered. They’ll use this listing from which to pull answers - like a giant matching game. Every topic/strategy/lifelong learning category that we covered in class is on the card…They match the question/scenario given to the proper answer. Each question has 2 rounds – an individual round (worth more points) and a round with a chance to discuss with their partner and check their notes (worth fewer points)

**Round 1**- A dice is rolled to determine the odds (if a 6 is rolled, the points possible for a correct answer are 60). You put the question up on ppt. Students have to decide whether to answer or not - In Round one they risk losing 10 points for a wrong answer. You reveal the question and start the countdown clock (<http://www.online-stopwatch.com/>). If they decide to go for it, they write their answer on the answer sheet in the Round 1 row for that question along with points possible.

Do not reveal the right answer yet

**Round 2a** (Same question) – How confident are you???? Stay or GO! If they decide to stay with their answer – they highlight it with a pink marker – If GO (want to change it) – highlight yellow - No going back! Only the Round 2 answer will count for points.

**Round 2b** - For those who didn't answer in Round 1, or if they chose GO and want to change their answers, they can use their notes/book to try to answer or ask their partner. They get a little longer on the stop watch... They place their answers on Round 2 of the answer sheet for that question... then you reveal the correct answer... and they calculate their points won/lost for that round. Round 2 is only 10 points (lost or gained) because they didn't "know" the answer...

Between each round, person on left side of the pair stands with their game paper and moves back one seat so that for each round the pairs are different.

Rounds continue until time runs out – totals are calculated and winners announced next class!

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Category you are playing to improve\_\_\_\_\_\_\_\_\_\_\_

**Q/Round Points +/- Strategies /Lifelong Learning**

|  |  |  |
| --- | --- | --- |
| Q1Round A -  |  |  |
| Q1 Round B - 10 points |  |  |
| Q2 Round A |  |  |
| Q2 Round B - 10 points |  |  |
| Q3Round A |  |  |
| Q3 Round B- 10 points |  |  |
| **BONUS #1 – 10 points** |  |  |
| Q4 Round A |  |  |
| Q4 Round B - 10 points |  |  |
| Q5Round A |  |  |
| Q5 Round B- 10 points |  |  |
| Q6 Round A |  |  |
| Q6 Round B- 10 points |  |  |
| Q7Round A |  |  |
| Q7 Round B- 10 points |  |  |
| Q8 Round A |  |  |
| Q8 Round B- 10 points |  |  |
| Q9Round A |  |  |
| Q9 Round B- 10 points |  |  |
| Q10 Round A |  |  |
| Q10Round B- 10 points |  |  |
| Q11Round A |  |  |
| Q11 Round B- 10 points |  |  |
| Q12 Round A |  |  |
| Q12 Round B - 10 points |  |  |
| Q13Round A |  |  |
| Q13 Round B- 10 points |  |  |
| **Lightening Round #1 – 10 points** |  |  |
| **Lightening Round #2 – 10 points** |  |  |
| **BONUS #2 - 25 Points** |  |  |
| Q14Round A |  |  |
| Q14Round B- 10 points |  |  |
| Q15Round A |  |  |
| Q15 Round B- 10 points |  |  |
| **FINAL BONUS – 15 Points**  |  |  |
| TOTAL + |  | Add up your total points won |
| Add | **100** | **Starting Points** |
| Subtotal |  |  |
| - Total lost |  | Subtract total points lost |
| **GRAND TOTAL** |  |  |