

Teaching Plan

Title	Review Game
Instructional Objectives	➤ As a review activity
Keywords and Concepts Illustrated	➤ Refer to Appendix A
Assumption	➤ To be played at the end of term, when students have been exposed to a wide range of the syllabus.
Needed Time	➤ A single or a double-lesson period

Sessions	Details	Time Spent
Activity/ Announcement	<ol style="list-style-type: none"> 1. Teacher prepares folded pieces of paper with an economic concept written on each piece and put all the slips in a container (Refer to Appendix A for concept ideas). 2. Teacher assigns teams of equal size. 3. T: Team 1 chooses a sketcher who will draw a concept slip from this container (the team sketcher must rotate each turn). 4. T: Sketcher has 1 minute to create an illustration plan. He/She sketches clues for his/her own team members as they try to correctly identify the concept. Sketching teams receive 2 points for identifying the concept. 5. T: If the concept has not been correctly identified, other teams may submit one written guess within 30 seconds. When all guesses have been submitted, the concept is announced and team scores are recorded. Non-sketching teams earn 1 point for a correct written guess. Sketching teams are not permitted to submit a written guess. 6. T: Sketcher may consult his/her notes or textbook for ideas to form an illustration plan, but he/she must do so separately from any class member. The sketcher cannot use any verbal or physical communication. No reference to pages in the book or dates in the notes can be used. No words can be used in the sketch. 7. Every team must have an equal number of turns, providing equal opportunity to earn points. 8. Rewards for the points accumulated by each team are 	

	<p>within the discretion of the teacher. Try not to commit to a reward system until the game is finished, teams may accumulate more points than expected. Each team's total points can be given as extra homework credit, class participation credit or exam credit.</p>	
Tools	<ul style="list-style-type: none"> ➤ Folded slips of paper with an economic concept written on each piece ➤ A container for paper slips ➤ Flipchart papers for scratching illustration plan ➤ Markers ➤ Small pieces of white papers for submitting written guesses ➤ Blu Tack ➤ Prize for the winning group (if needed) 	
References	<p>Source of the game:</p> <ul style="list-style-type: none"> ➤ Millea, M., "Etch-A-Nomics – Economic Concepts Without Words: A Review Activity. Mississippi State University. 	

Appendix Materials for Teacher

Appendix A Concept Lists