Mr. Dovico’s Games Galore!

* **Dice Game**: Played in teams of 2 or 3. One student starts with dice, others have a pencil. Each student has a task to complete. Game begins, student with dice tries to roll a 6, other partner(s) are completing task. When 6 is rolled, student says “6” and passes dice to next person and begins working on their task. Cycle continues until teacher stops game.
* **Snowball Fight**: Each student has a sheet of paper and is give a task to complete. When game begins, each student completes first task, crumbles up paper, and throws across room. Student on other side picks up snowball, open it up, and completes next task. Cycle continues until game is stopped.
* **Minute to Win It**: Have “Minute to Win It” countdown timer ready to play. Each student has one minute to complete task.
* **Knockout**: Place students in teams of 4. Have four different problems to solve. Each team member gets different problem. When game begins, student raises hand when problem is solved. If correct, student is “knocked out” and goes to knockout pit. First team completely knocked out wins.
* **Doctor, Doctor**: Students each write a problem related to the content of the day, but solve it incorrectly. Students switch sheets and identify the incorrect procedure and fix it.
* **I’m only half without you**: Students are given an index card with a problem or an answer (you can also do vocabulary/definition or example/definition). Students are timed to see how quickly they can find their partner.
* **One Up**: Problem is put on board and solved. Students then switch papers to solve it another way from their partner did. Papers are passed along again and solved a third way.
* **Other ideas**: dressing up, movement (races), visuals/manipulatives, cross-curricular (art, foreign language, social studies, science integrations), video game connections