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Play taboo! Put students into pairs and they describe a word/concept/character or event to their partner without saying the 'taboo' word.

2

Have a race. Get students into groups and have a pile of question cards at the front of the class. Students grab a question, take it back to their team and then come to you with the answer. The first team to answer a set number of questions wins. This works particularly for skimming/scanning activities.

3

Summarise a summary. Ask students to summarise the character/scene/chapter in five bullet points, then three, then one and then finally in one word!

4

What's the question? Give students a selection of answers and they have to write the questions.

5

Statement of learning. Put five statements about the area that you've been studying up on the board and the students need to choose which three best reflect what they've learnt and explain their reasons why.

6

Play consequences. Put students into pairs or fours and get them to tell a story relating to the lesson/topic. It could be played in a 'consequence' style, with each student saying one sentence or statement at a time.

7

Quick fire quiz. Set students a quick fire quiz to review what they've learnt. Or get them to write their own quiz questions and test each other.

8

Play Pictionary! Get students into pairs. One draws something that's been studied e.g. a character, a technique, a poem and the other one guesses what it is. They then swap.

9

Encourage questions. Ask students to write down any questions they have on the topic/area you're studying. You can then use these to help you plan your next lesson and as a starter to see if other students can answer them.

10

Focus on key words. Set a time limit (say three minutes) and ask students to write as many key words relating to what they've studied as possible.

11

Pyramid plenary. Create a post-it note pyramid plenary. Students write down three things they have learnt on separate post-its. They also think of two questions they would like answered and one thing they already knew. You could then use this to plan your next lesson.

12

Role play. Hand out role cards to your students and read out statements about the characters from the text you're studying. The students need to stand up if a statement applies to their character.

13

Play Hangman. Either play directly on your whiteboard with a good old marker pen or use Teachit's Hangman whizzy to revise key terms and words that have been studied in the lesson.

14

Sorting information. Give students some information on a set of cards and ask them to sort the information in a particular way, e.g. in a sequence, by theme, matching the character with the quote etc.

15

Explain via email. Ask students to write an 'email' to a student who's absent explaining what they've learnt in the lesson.

16

Create mnemonics. Get your students to create their own mnemonic which reflects the meaning of a new word or term that's been learnt in the lesson

17

Play Snap! A game of Snap is a great way to revise key terms or ideas. You could either cut up paper cards or use Teachit's interactive version to get the whole class involved.

18

Jigsaw puzzle. Give students pieces of a jigsaw puzzle completed with information about the topic/area you're studying and get them to put it together. There is a template on Teachit for this.

19

Have a game of Connect Four. Either draw your own Connect Four board or use the Notebook template on Teachit. Put students into teams, ask them a series of questions alternating between teams, and the first one to get four in a row is the winner!

20

Play Just a Minute! Put students into pairs and ask them to talk about what they've learnt during the lesson. Give them a one minute time limit and tell them they're not allowed to repeat, hesitate or deviate! If they do, the other student then takes over and tries to talk for a minute.