

Activity: **Pass the Word** (Bob Iseminger, Pieces of Learning)

Variation 1: Students form a circle. The teacher chooses a category and asks students to think of four words that could fit into that category. Students hand the ball to the person on their right. As the ball is passed around the circle to a student, he/she calls out a word to fit the category. Time the activity to determine how long it takes the class to complete passing the ball around the circle. If a student has trouble voicing a word that has not already been called, the person on either side may help him/her.

Variation 2: A verbal student steps into the middle of the circle. He/she calls out as many words as possible to fit the category while the class acts as a timer, quickly passing the ball completely around the circle. Another student or the teacher counts the number of responses generated.

Variation 3: A student or the teacher controls the ball by standing in the middle. This student randomly tosses the ball to anyone in the circle. When the person in the circle catches the ball, he/she calls out a word in the category. The ball is then thrown back to the student in the center who generates another word and throws the ball to a new person in the circle. The student in the center generates every other response.

Activity: **Expert Game** (Bob Iseminger, Pieces of Learning)

Variation 1: Two or more participants. Two students assume the role of the experts and speak to the audience by alternating one word at a time between them. They are experts in a field chosen by the audience or teacher. The students then answer questions in that field posed by the audience, speaking alternately one word at a time.

Vocabulary Variation: Three to five students create a sentence correctly using the given vocabulary word. The sentence is formed by each student's contributing one word at a time.

Mathematics Variation (called Math Roulette or Math All Around): This is a timed activity with teams of five students. Each team is given five basic math facts. They must state the problem and its answer, with each student only offering one word of the problem. Student five always gives the answer. As soon as the answer is given, Student 5 runs down and becomes Student 1. In this way, all students will give one of the answers. If the answer is incorrect, another team member may call "time out." The team huddles and the correct answer is given to the person who gave the incorrect number. The team must then restate the problem correctly. Each team is timed as to how long it takes to generate five problems, including the time outs. The team with the lowest time wins.