

# Game On!

## Using Game Theory to Enrich Instruction

with Lisa Van Gemert

### Apps

[bit.ly/decide-now-app](http://bit.ly/decide-now-app)

[bit.ly/stick-pick](http://bit.ly/stick-pick)

### Icebreakers

[bit.ly/picture-reveal](http://bit.ly/picture-reveal)

### Choice - Dice

[bit.ly/cube-creator](http://bit.ly/cube-creator)

[bit.ly/cube-explanation](http://bit.ly/cube-explanation) (explanation site)

[bit.ly/make-dice](http://bit.ly/make-dice) (app)

### Games

Hangman/Concentration/Memory/Free Rice/Free Kibble

Toss the ball: Use a small, Nerf-type ball. Toss to first participant and ask a question. If correct, he/she can toss to another person and that person gets a question. If wrong, teacher takes ball back and chooses new participant to answer the question.

1 vs. 100 (or whatever the class size is)

Objective: for one contestant to answer questions against (class size) others and eventually try to eliminate them all.

The 1 is selected (however you want to choose)

The player is asked a three-way multiple choice question.

The "(class size)" are given six seconds to answer by selecting the letter A, B, or C, that are written on separate sheets of paper.

### Let's Connect!



<http://giftedguru.com>



[lisa@lisavangemert.com](mailto:lisa@lisavangemert.com)



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[slideshare.net/lisavangemert](https://slideshare.net/lisavangemert)

The "1" can then give their answer in their own time. If the 1 is correct, they stay in the game. If they are wrong, they leave with nothing.

If any of the class members get a question wrong they are eliminated, and for each elimination the 1 receives (\$1000 in the real game - you can give anything you want). However, to get their hands on the money they must eliminate all their opponents.

In order for the player to get the (reward) he/ she must answer all the questions correctly and get rid of the opponents.

The class, has a goal to stay in the game. IF they successfully knock out the 1, then they split the reward.

### **Charts**

Charts: <http://bit.ly/custom-charts> & [chartjungle.com](http://chartjungle.com)

Bingo: [print-bingo.com](http://print-bingo.com)

Puzzles: [bit.ly/discpuzzle](http://bit.ly/discpuzzle)

Mad libs: [bit.ly/create-madlib](http://bit.ly/create-madlib)

### **QR Codes**

[qrstuff.com](http://qrstuff.com) or [goqr.me](http://goqr.me)

[the-qr-code-generator.com](http://the-qr-code-generator.com)

Download a reader:

android: QR Droid [bit.ly/droid-QR](http://bit.ly/droid-QR) or iPhone: [bit.ly/iphone-QR](http://bit.ly/iphone-QR)

generate QR code scavenger hunt [classtools.net/QR](http://classtools.net/QR)

### **I have \_\_\_\_, who has \_\_\_\_?**

[ihavewhoasgames.com](http://ihavewhoasgames.com)

### **PowerPoint Games**

[bit.ly/ppt-games](http://bit.ly/ppt-games)

[bit.ly/ppt-games2](http://bit.ly/ppt-games2)

[bit.ly/ppt-games3](http://bit.ly/ppt-games3)

### **Class Badges**

[classbadges.com](http://classbadges.com)

[www.classdojo.com](http://www.classdojo.com)