Science Game Challenge

Goal: Create a game to review vocabulary and concepts discussed in class this year.

Requirements:
1) Games need to target a minimum of 20 vocabulary terms from one of the learning units we’ve studied this year.
2) Each game needs to include written directions explaining how to play and how the winner is determined.
3) Games should be able to be played by 2-4 players.
4) Games may be paper versions (hand-written or printed) or electronic versions created using online software and programs.
5) Each set must include all the required materials needed to play the game.

Examples:
- Matching card games - Players must match vocabulary terms to definitions to earn points
- Board games (Trivial Pursuit, Monopoly, and others) - Requires players to give answers to earn points to advance in the game.
- Bingo games – Provide a list of terms to use to fill in the cards and clues that can be drawn during game play to fill in the cards.
- Game-show style games (Jeopardy, Millionaire, etc.) – Provide questions for each level and/or category.
- Online games (Kahoot, Gimkit, Study Stack, etc.) – Create your own game like ones we have played in class as review activities.
- Scavenger Hunt games – Players must find hidden clues and answer them correctly to earn points.
- Escape room challenges – Players will need to work as teams to complete the challenges you design to “escape” and win the game.
- Any other game you develop that meets the requirements outlined in the section above.

Vocabulary sets are available on Mrs. Tomm’s page of Quizlet at https://quizlet.com/mrstomm. You may also use the vocabulary pages and other notes in your Interactive Science Notebook.