

Act It Out



Time:	10 minutes
Objective:	Assess student understanding through kinesthetic methods.
Materials Needed:	Key words for the lesson written on strips of paper
Procedures:	<ol style="list-style-type: none">1. Write key words on strips of paper and place in a hat or bowl.2. Choose a student to select a paper from the pile and instruct them to act out (or play charades to) the word on their paper.3. See how many words the class can guess before class ends.



TIPS FOR Success:

It may be necessary to explain the techniques for playing charades such as how many words are in the phrase, whether it's an action/person/place, which word they are acting out first, etc. Try not to split the class into teams to compete with each other, but rather have them compete against the clock and work together. This will make classroom management easier.

Brain Pictures



Time:	5 minutes
Objective:	Assess individual learning of the day through drawings.
Materials Needed:	Paper pencil
Procedures:	<ol style="list-style-type: none"> 1. Have students draw a picture of a brain onto a blank sheet of paper similar to the following: <div data-bbox="548 909 841 1157" data-label="Image"> </div> 2. Tell students to draw in it everything they have learned in class today. 3. Students having difficulty could write down their ideas in words or cut out pictures from magazines/newspapers found in class.



TIPS FOR Success:

For younger students who may get frustrated trying to draw a brain, bring a blank drawing of a brain for them to draw on. If you find this activity successful, consider laminating your blank brain drawings and letting students use markers for their drawings. This way the activity can be reusable for the substitute teacher.

Classroom Cartoons



GRADES LEVELS
2-12

Time:	15 minutes
Objective:	Student will summarize and apply the lessons learned in class through drawings.
Materials Needed:	Sample cartoon strip Pencils Strips of paper for each student (8 ½ x 11 cut lengthwise)
Procedures:	<ol style="list-style-type: none">1. Show students your sample cartoon strip.2. Tell students they are to create a cartoon strip of their own showing what they learned in class today.3. If it's easier, students can base their cartoon around the skill they have learned in class, or the knowledge in action.4. Give students 10 minutes (or less depending on the lesson topic) to complete their cartoon strips.5. When students have completed their drawings, have them exchange cartoons several times with other classmates so that others can see their creation. (Bonus: students are reinforcing their knowledge over and over without even realizing it!)



TIPS FOR Success:

For students who do not feel confident in their drawing abilities, assure them that stick figures and simple sketches are great, and that the content and ideas behind the cartoon are most important.

Five Finger Facts



Time:	5–10 minutes
Objective:	Learning each other's names and something about them.
Materials Needed:	Paper Pencil
Procedures:	<ol style="list-style-type: none">1. Have each student trace his or her hand on a piece of paper.2. Print their names in the middle of the handprint.3. In each of the fingers write a fact about themselves.<ul style="list-style-type: none">• a. Things they did today.• b. Things they like to eat.• c. Things they like to do.• d. Things they like to play.• e. Things they like to listen to.4. Either pass the hands around or read them as a group.



TIPS FOR Success:

Encourage students to write something that is specific to them.

Don't Drop the Ball



Time:	5–10 minutes
Objective:	Assess student understanding of the day's lesson
Materials Needed:	Object to toss to students such as bean bag, inflatable beach ball, etc. List of review questions
Procedures:	<ol style="list-style-type: none">1. Have students remain seated or sit in a circle if the classroom set up allows.2. Throw an inflatable ball around the room and ask a question mid-air.3. Whoever catches the object must attempt to answer the question.4. If the student answers the question correctly, they can throw the object to another student and ask a different question mid-air.5. If the student answers the question incorrectly, they throw the object back to the substitute.6. Repeat as many times as necessary.



TIPS FOR Success:

Be sure to select an object that is light and will not injure the students when thrown from across the room.

Just a Minute



Time:	3–5 minutes
Objective:	Assess what students remember about the day's lesson.
Materials Needed:	Timer
Procedures:	<ol style="list-style-type: none">1. Tell the class that you will select 3–5 students to talk to the class about what they have learned today. Explain that the rules for this game are that they must talk for one minute without pausing.2. Students may volunteer or be selected by the substitute teacher.3. Have the first student stand and start the timer when they begin speaking. Have students applaud when their time is up.4. Adjust the number of students who speak to the amount of time you have left in class.



TIPS FOR Success:

For younger students or students with special needs, you may want to adjust the time to 30 seconds.