

ZAP! Review Game

Before Class Prep

1. Create a ZAP! game board.
 - a. **Materials** - Posterboard, Library Envelopes, ZAP! Cards, Envelope Numbers, Construction Paper (for title)

Teacher “Need to Know”: Yes, it is a lot of work up front to create the game board! But, it is totally worth it if your kids like the game. It is a hit in my classroom and it leaves some of the scoring up to chance, so the “smartest” kids don’t always win.

Be resourceful if you don’t want to create the board right away. You could print the cards and put them in regular envelopes and write numbers on them. Then line them up on the ledge of a whiteboard, or lay them out on a desk - and you don’t have to have sixteen envelopes, you could have five or ten or twenty!

I ended up laminating the envelopes and the cards to make my game board last because we play so often!

Materials



ZAP! Board with ZAP! cards in random envelopes

ZAP! Review Questions

4 Small Objects (*to designate team speaker - random sports equipment, classroom materials, etc.*)

Step-By-Step Directions

1. Split the class into four teams. Have each team sitting in a separate area of the classroom.
***If necessary, pick out a student to be scorekeeper and one student to be a timer.*
2. Designate a team speaker with a small object.
***The team speaker is the person verbalizing the answer for the team - they can confer with their team before giving an answer. I change the team speaker after each question.*
3. Pick one team to go first.
4. Ask the first team a question. They have approximately 30 seconds to respond. They can talk about the question with their group, but only the team speaker can answer.
 - a. If the team gets it correct, they get one point for the correct answer and the team speaker gets to pick a ZAP! card from the board. They can pick from any envelope, but it must be the first card. They **must** follow what is on the ZAP! card
 - b. If the team gets it incorrect, it gets passed to the next team as a bonus question. They cannot have the question repeated and they do not get any extra time to discuss - the team speaker must answer right away. (*The other teams should be using the 30 seconds the first team gets to discuss an answer*) The question

will get passed along if it is answered incorrectly - if no team can answer correctly, review the correct answer as a class.

5. Repeat step 4 as time allows or until you run out of questions. Make sure the team speaker is changing each time you ask a team a new question.

ZAP! Card Notes:

- ZAP! cards can be “good”, “bad”, or do nothing depending on the team’s situation. They are not allowed to put a ZAP! card back if they do not like what is on it.
- Feel free to change the ZAP! cards based on what works for your students. Depending on the class I might take some cards out of the envelopes and add more of other cards.

Activity Toolkit Resources

Document: Navigating the Healthcare System ZAP! Questions

Materials: ZAP! Cards