

## Movement:

### *Heads Down/ Thumbs Up*

- Pupils show their answers using their thumbs. Thumbs up for agree or true; thumbs down for disagree or false. You can add specialized responses too. For instance thumbs up for characteristics of reptiles, and thumbs down for characteristics of mammals.

### *Sign Language*

- Pupils use sign language to show their responses. You can teach them basic letters or signs that can be used for answering and for

### *Stand Up/Sit Down*

- Same as thumbs up/thumbs down but they use their bodies instead of thumbs.

### *Hands Motions*

- Develop hand motions that pupils do to recall things they have learned. As an example when I taught the three landform regions of North Carolina (the state where we lived) I had a symbol for each one: mountains, piedmont, and coastal plain. When I would ask students for answers they would make these gestures.

### *Toss It in*

- Whenever a pupil gets a question right, let them toss something into a bucket or bin. I used a soft fuzzy ball and let them throw it into a basket. Sometimes I moved the basket forward and backward depending on how hard the question was. Sometimes I would put out three baskets and allow them to earn points for the questions (5, 10 or 15) and points for the throw (5, 10, or 15).

### *Tear it Up*

- This is fun, but does waste paper. Give the students strips of paper. They can tear up the answers that they know are wrong to teach process of elimination. You can also play a game in which you give them 20 answers and the pupils tear up each correct answer as it is given.