

Visual Games

Continuum

- The continuum is used to show change from the beginning of a lesson, discussion, or unit to the end of a lesson, discussion, or unit. Pupils come up to an arrow on the board and place a sticker or post-it note to represent their opinion or view. After completion of your activity, they do it again. The differences or lack of differences in results are analysed. This can be done anonymously or not depending on what you want out of it.

Graphing

- Before any lesson or unit you can survey the pupils about what they think about a topic. Give each pupil a post-it note to write his or her name on. They come up to the board and affix their post-it into the appropriate response area. For example, before doing a science practical ask what the pupils think the outcome will be. It may be whether or not they think an object will corrode or whether they think that zero can be in the denominator of a fraction. Keep the data and after the lesson, have the pupils make the graph again. See if any pupils changed and have them explain why they changed.

Mystery Box/ Book Box

- Before a unit or book you can make a mystery box of items that will come up during the unit. For example if you were reading *Of Mice and Men* with your class you could have a box containing some crops, a rabbit, a stuffed dog, some red hair, a picture of a gun (not a toy gun-that's often prohibited), a picture of train tracks, some dust, a best friends charm or necklace, etc. Keep these objects displayed in your room. As you read pupils will note when the objects come up. Objects could be literal or figurative. An onion for example may be an object in a story or may symbolize that a story had many layers.

Story Chain

- Before a reading make a flow map of words that will come up in a story. Have pupils write what they predict the story will be. They can check after reading to see if they were correct.

Index Cards

- Give each pupil a set of colour index cards. When asking pupils questions they can answer by holding up the appropriate card. For example cards could be lettered A, B, C, and D for multiple choice questions on the OHP or a worksheet. Colour cards could also signify agree, disagree, etc. Sometimes I might write on the OHP (ex: what was the author's purpose?: A (red)- persuade, B (green)- inform, C- (blue)- entertain, etc.)