

Build the language of faith!



IDEAS FOR USE

Teachers 6-8

Vol. 1

Connect To The Text! Use the click-through reference feature found on the answer screen to help students become familiar with original source material. Complete any game and choose Review All or Oops! What did I miss? to review and research.

Tournament Time Randomly assign pairs of students to chairs in the computer lab. Have everyone play the same multiplayer game/ Knowledge Category/ Challenge Level. Winners move up and losers move down. See who can earn the Number 1 Chair in CatholicQuiz.com! Record results to continue the challenge next time from the same spots.

Journaling with CatholicQuiz.com Encourage or assign everyday play after school and ask students to keep a journal of responses to any one of a variety of questions:

- Play The Saints are Coming! – What saint do you admire, and why?
- Play Jacob's Ladder or Prince of Peace – Name a book of the Bible you might like to read. Why?

Play A Saintly Game Of Chance Divide the class into small groups. Ask each group to pick a number between 1 and 10. Play The Saints are Coming! and have each group do research on the saint identified in the question that corresponds to their number. (i.e., the group with the number 6 researches the saint identified in the 6th question in the game). Play in a computer lab and allow teams to get online and research by reading the Wikipedia entry for their saints. Wrap it up with 2-minute small group presentations.

Dynamic Discussion Pause any game and connect student-to-student through small group or large group discussions. You'll find great material in the *Morality* Knowledge Category.

Who Wants To Be A Millionaire? Create a classroom competition with rising stakes and rewards. Allow students to play independently for prizes (classroom privileges make great prizes). Or, allow them to consult a classmate or the entire classroom (But, it'll cost 'em!).