



Enrichment activities using ICT



There are now a number of ICT-based activities available on the College network that you can make use of. These are ideal to use with a digital projector and your laptop. These resources could be used as starters and / or plenaries to help recap and review progress.

They are divided into 3 different types of activities:

1. **Instant use**
2. **ContentGenerator.net programs**
3. **PowerPoint templates**

If you need any help with any of these please see Andrew Field.

INSTANT USE

These activities can be used without any preparation at all. These are mainly blank game boards and activities.

START > Programs > Teaching Tools > Instant



Snakes & Ladders

Simpsons-style game. Load this onto the projector and move the pieces using the mouse.



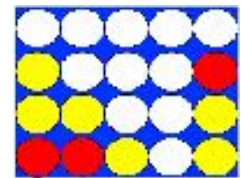
Save the Simpsons

Two team hangman-style game - ideal quick-fire tool to help recap a topic.



Weakest Link

Multi-team game to use with students - gameshow-style starter or plenary.



Connect 4

A large Connect 4 board to use with your class - just click to add a team counter. Experiment with it!



Strike

Bowling-alley game that you can use with your own recap questions.

HELP!??? How do I use these?

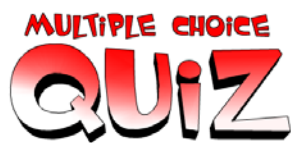
1. Click on the files to load them.
2. Have some questions prepared, or just make them up on the spot
3. Play the game with your class!

CONTENTGENERATOR.NET programs

These are programs that allow you to produce custom games and quizzes. You have to prepare the games in advance and then 'generate' the exercises.

A simple quiz takes about 10-15 minutes to put together. We can put the finished files on the College intranet or website.

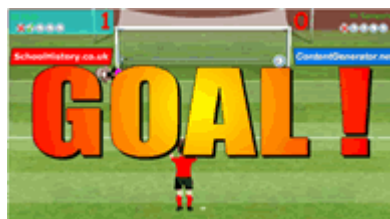
START > Programs > ContentGenerator.net



The Missing Note

by K. Garrett
Created on Friday 9 July 2005 at 17:42

Start



Multi-choice quiz

Simple quiz - but if you add a time limit it becomes a great challenge to use with a whole class.

Only needs a minimum of 3 questions, so really quick to create as a fast-paced plenary

Penalty Shootout

Needs 20 questions - creates a game that is ideal for the end of a lesson. Can be used by dividing a class into two groups.

They have to answer their question and then try to score a Penalty.

Grade or No Grade

Needs 15 questions - students play a version of Deal or No Deal where they have to get the highest possible grade.

Excellent as a whole-class activity as students try to obtain an A*



Fling the Teacher

Akin to Who wants to be a Millionaire - needs 15 questions. Can be used with a whole class trying to prove they know enough to fling their teacher away.

A great incentive for students!

Walk the Plank

Needs 20 questions - creates a game where correct answers forces the teacher to walk along a plank but incorrect answers allow them to walk back.

Includes animated sarcastic teacher...

Match-up quiz

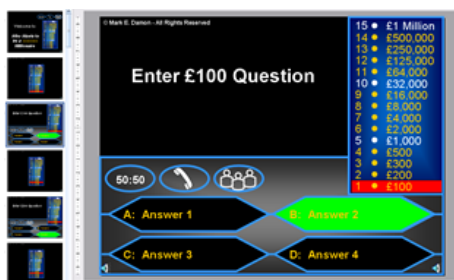
Really quick activity that asks students to match up five cards - great for definitions and short questions.

You can also add a time limit which makes the whole quiz more of a challenge for students.

POWERPOINT TEMPLATES

Just like the ContentGenerator.net programs, these templates can be used to put together your own games and quizzes. Once created you can obviously reuse and adapt them.

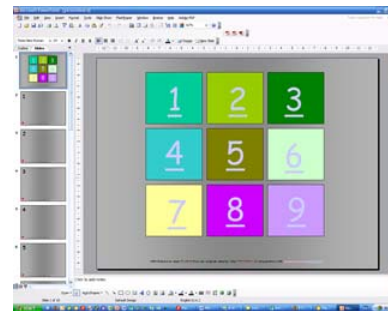
START > Programs > Teaching Tools > PowerPoint



Who wants to be a Millionaire?



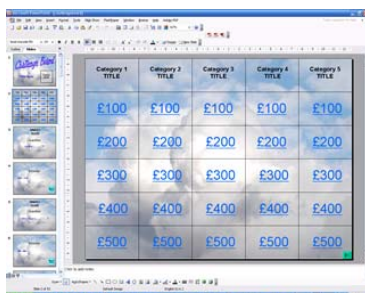
Bullseye



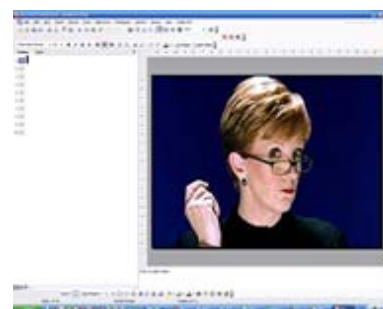
Picture board



Blockbusters



'Challenge board'



Weakest Link



Wheel of Fortune

HELP!??? How do I use these?

1. Load the files - PowerPoint will appear
2. Save the file to your own area
3. Add your own questions / tasks
4. Use it with your class!

If you need any help with any of these please see Andrew Field.