

Review Strategies Workshop

Presented by
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Agenda

1. Introduction
2. Rotating Review
3. Traditional Review strategies
4. Game oriented Review strategies
5. Performance/ presentation/ project review strategies
6. Informal progress monitoring review strategies
7. Brainstorming Session
8. Wrap-up

PLEASE feel free to contact either Bree or Maria via email if you wish to have electronic copies of material that has been presented at this workshop.

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Materials will also be available on Bree's website:

<http://www.pleasanton.k12.ca.us/avhsweb/barnettdreyfuss/PD.htm>

Additional Resources:

- **RAFT** (Resource Area For Teachers) for game pieces, boards, dice and kits
www.RAFT.net
- Dinah Zike's' Foldables <http://www.dinah.com>

Description of Review Strategies

Traditional Review

1. Review worksheets & practice problems (can be backwards design)
2. Partner problems or discussion - tougher problems or discussion prompts to be discussed and solved with a partner
3. Teacher-led practice problems - either pre-made or impromptu
4. Student Self-Review - Teach students to review their own material themselves by rating their notes/homework
5. Concept mapping - to be filled in with a supplied word bank or students created themselves
6. Flashcards or vocabulary cards

7. "Think about it!" critical thinking discussions prompted by pictures or videos
8. Student Generated Crossword Puzzles - to be traded with other students
9. Student Written Test Questions
 - Assign a type of question and topic to each student that they have to write their own problem for another student to answer
 - Students can work in teams to create an entire quiz to be traded
 - Students can work in partners or teams to answer a question on an overhead that will be shared with the class and have the answer be "revealed"

Game-Oriented Review Strategies

1. Board game style with lots of simple practice problems or conceptual problems
2. Student-Generated Board Games
3. Bingo – best for vocabulary intensive review
4. Quiz-Quiz-Trade - Card swapping game
5. Jeopardy – Electronic or Old-Fashioned Versions
6. Taboo (vocabulary emphasis)
7. Electronic clickers (Qwizdom, etc)
8. Quick answers (each student is called on randomly and answers a quick question)

Poster Projects

1. Gallery Walk (each partner becomes an "expert" on a topic)
2. Rotating Review (start with a topic and have to add something to every poster by the end of the period)
3. Presenting Posters to the class (one on each topic)

Kinesthetic/Manipulatives Activities

1. "Clever catch" or hand made beach balls
2. Circuit Quiz Boards – boards with lights that light up when the correct combination is found
3. Review Matchable – Diagrams with vocabulary "cards" to match. Good for parts of the microscope, cell parts, labeling body systems, etc...
4. Motion-related to review of concepts (dendrites, push/pull for force, Solid-Liquid-Gas)

Projects/Presentations/Performances

1. Students can perform a poem, song, story, etc. about a set topic and perform it for the class to help them review
2. Applying a skill set to a set of data to come up with their own analysis – for example: reorganizing the period table, creating a new dichotomy scale, etc
3. Cumulative Project – Constructing something that uses content covered from an entire unit, such as building a car that demonstrates Newton's Laws and other rules of Forces/Motion
4. Review books - standards or objectives discussed during the term/unit are translated into relevant content knowledge by students
5. Foldables – Creating books, pamphlets, etc...

Review Strategies

For each of the review strategies presented, consider when and how you might be able to effectively use this in YOUR classroom.

<i>Traditional Review Strategies</i>	<i>When I might use this in my classroom</i>	<i>Notes</i>
Review Worksheets		
Student Self-Review		
Teacher-Led Review		
Vocabulary Cards/ Flashcards		
Concept Mapping		
Student Written Test		
"Think About It"		
Crosswords		
<i>Game-Oriented Review Strategies</i>	<i>When I might use this in my classroom</i>	<i>Notes</i>
Vocabulary Bingo		
Jeopardy (Electronic or Traditional)		
Taboo		
Electronic Clickers		
Quiz-Quiz-Trade		
Board Game (RAFT)		
Student-Generated Games		

Poster Review Strategies		
Gallery Walk		
Rotating Review		
Other Poster Projects		
<i>Kinesthetic/ Manipulatives Review Strategies</i>	<i>When I might use this in my classroom</i>	<i>Notes</i>
Clever Catch		
Circuit Quiz Boards		
Motion-Related Demonstrations		
Review Matchable		

<i>Projects/ Presentation/ Performance Review Strategies</i>	<i>When I might use this in my classroom</i>	<i>Notes</i>
Poems, Songs/Rap, Stories		
Skits		
Cumulative Project		
Review Books		
Foldables		

Other ideas/ notes: