

2.



Concept Relays

- This game can be used to list terms, or put them in order. For example, it can be used to put events in order in a History class, or for conjugating verbs in a Foreign Language class.
- Divide the class into two teams.
- Draw a line down the middle of the board.
- Choose a concept.
- Have the teams get in two separate single file lines.
- Give students the concept or category and say “go”.
- The first student in line writes the first term, and then passes the marker to the student behind him/her.
- The second student writes the second term, etc.
- If a student makes an error, the student behind him/her can correct it as his/her turn.
- The first team to finish correctly gets a point.