

## Strategy: Parade of Games

Using games in the classroom can be a fun way to “test” student knowledge, encourage competition and/or group work, and help reinforce material in a way your students will remember and enjoy.

## Origin

Jones, D., & Mungai, D. (2002). Parade of games in PowerPoint. Retrieved from <http://alt2.oncoursesystems.com/school/webpage/documents/PA49ePGA2dSPFG9haT/2716922-377464/downloadFile.aspx>

## Application

Games, especially those involving some use of technology, align well with present-day learners’ interests and, when integrated into courses, present opportunities for reinforcing content.

The site referenced above contains customizable PowerPoint templates and examples of 16 games that can be integrated into college-level courses, including the following:

**Buzz Word Bingo:** This aids recall of words, terms, and phrases. Played much like a bingo game, learners receive a card at the beginning of a course lecture or discussion, and place an “X” in the square when the instructor uses the associated word or phrase.

**Correct Order:** Reinforces the correct sequence of a flow or process. Learners are provided options for order and must choose the correct one.

**Diagram It!:** Identifies relationships between concepts. Learners are provided a template for a concept map.

**Email Game:** Builds knowledge by exchanging emails. Can cover multiple weeks or concepts.

**Idea Map:** Learners create a visual product based on your lecture/discussion.

**Multiple Choice:** Learners choose between choices provided.

**Scavenger Hunt:** Learners “visit” virtual or real places to gather knowledge and clues.

**What is the Truth?:** True or false game-style.

**Triples:** Learners identify a concept through three words that somehow connect to the concept.

**What am I?:** Learners identify something on the basis of its definition or core purpose.

