Buzzword Review Game

Submitted by: Kim Nickell, Cross-Curricular
Midway Middle School, Kingston, TN

Target Grade: Can be adapted to fit any grade or subject

Time Required: 45 minutes (Can be adjusted)

Lesson Objectives:

Students will:

- Review vocabulary words that have been taught throughout the year.

Central Focus:

It's a bird! It's a plane! It's a buzzword review game! In this exciting review game, students will recall vocabulary learned in this year's class in preparation for end-of-year testing. Students will alternate between defining the term and guessing. This memory game will help students to recall terms used throughout the year. With this review, students will be buzzing with excitement!

Keywords: test, competition, prepare, vocab, definitions, teams, memorize, recollection, engaging

Materials

- Notebook paper (1 per student)
- Pencil (1 per student)
- Buzzword cards (Premade out of cardstock, template attached)
- Timer

Instruction

Before Class

- Prepare buzzword lists before class!
- Print the buzzword lists (template attached) on cardstock, single sided. Make enough copies of the lists to match the number of groups that are in the class.
- Label the back of the card with the buzzword list number (Ex: Buzzword List 1, Buzzword List 2, etc.) This is so that students won't peek at the lists when getting the correct card from the stack.
- If you want the cards to last longer, it would be a great idea to laminate them.

Warmup (5 minutes)

- As students come into the room, have them get out a sheet of paper and a pencil.
- Tell them that they have 2 minutes to write as many vocabulary words that they have learned this year in class.
- When time has expired, call on students to share some of the words that they have listed. Try to differentiate students called on based on ability level.

Instruction (35 minutes)

- Tell the students that today they are going to be playing a game to review for their final exam. Tell students that all of the material covered in class this year will be reviewed during the game.
- Before putting students into teams, explain the rules of the game. *See next page
- Go over game etiquette with the class! Tell students expectations of how they should treat each team member when they are giving clues and when they are guessing. Set the expectations high for respecting other teammates.
- Put students in teams of 3 or 4 (diversify groups with a mix of learning styles and capabilities) and give them time to get into their groups. Assign each team a number or allow them to come up with a team name. Write these on the board, in order to keep score.
- Hand each team their stack of buzzword list cards and tell them that they must remain on the table face down.
- Instruct the students to decide who will be the first clue giver and have that person raise their hand.
- When every team has a member with their hand in the air, tell the clue giver to take Buzzword List #1, but don't look at it. Remind students that they will have ONE minute to correctly guess as many words as they can on that list. Be sure that they understand if they correctly guess all of the words on that card, they cannot go to the next card.
- Set your timer to 1 minute, countdown from 5, and say go as the timer starts.
- At the end of each round, tally the scores on the board for the teams.
- Going in order of the buzzwords listed, read the word aloud and ask teams to describe how they described the words. Pick one group to describe one word and alternate groups until all words are described. If one group (group A) is unable to describe the word or incorrectly describes the word, ask another group (group B) to attempt describing the word. If group B correctly describes the word, allow group A to attempt the next word.
- This is an important part of the review! As they tell some of the clues they used to describe the buzzword, review the standard that was covered when that buzzword was taught. This review may include drawing something on the board, reminding them of a lab, asking questions about that buzzword, etc. Some topics may need to be reviewed more thoroughly than others. Be sure to question students as you are reviewing to keep them engaged, focused, and help them to recall information.

Reflection and Closure (5 minutes)

- Add up the points on the board and announce the winner of the Buzzword game.
- Using the same piece of paper from the warm-up, have students write down at least 3 words/topics that they had forgotten that this review helped them to recall. Also, if there are any topics that they are still not confident with, have them write those down as well.

*Rules of the Buzzword Game:

- Each team will be given a stack of cards that contain different lists of buzzwords. Each buzzword list is labeled with a number. Every group should be using the same list during the round. The game should start with buzzword list #1 and go in chronological order (ex: round 1 use buzzword list #1, round 2 use buzzword list #2, etc.).
- Each team will pick a member to be the first clue giver. The second clue giver will be the person to the right of the first clue giver (clockwise). This cycle will continue throughout the entire game.
- The clue giver will take the buzzword list card from the stack, ensuring that it has the correct number on it, which was given by the teacher. They will need to make sure that no one else can see the words.
- The clue giver will have 1 minute to give clues to try to get his/her teammates guess the buzzwords on the list.
- When giving clues, the student:
  - Cannot say sounds like… or rhymes with….
  - Cannot say any form of the word (Ex: if the word in electrical energy, the student can't say electricity or electrons)
  - Cannot point to anything in the room
  - Cannot make ANY hand motions
  - CAN give clues that are unrelated to the word (Ex: if the buzzword is rainbow, you can say "a form of precipitation (rain) and what a girl wears in her hair (bow), put those words together."
- After 1 minute is up, the teacher will tally the points on the board for each team based on the number of buzzwords the team guessed correctly.

Variations of the Game

- Group activity - Pictionary - This game is very similar to Buzzword, but instead of verbalizing the clues the clue giver draws pictures that represent the buzzwords on the lists. Each team is trying to guess as many words as possible in TWO minutes. Clue givers cannot talk, write down words or numbers, make hand motions or gestures, or point to anything in the room. Students will use scrap paper or whiteboards for the drawing surface. The teacher will write down the buzzwords and review at the end of each round.
- Individual activity - Students need a whiteboard, dry erase marker, and eraser. The teacher (or a student) sets a 20 second timer and gives clues aloud to the class. Students try to guess the

buzzword that are being described. At the end of the 20 seconds, students will hold up their answers and points will be awarded if they have correctly identified the buzzword. The teacher then reviews that word and the standard that goes along with it.

- Whole group activity - Win, Lose, or Draw - Separate the class into 2 or 3 teams. Only one team will draw at a time. Chose a team to go first. That team choices a player to go to the board to draw. The student drawing the pictures picks a Buzzword List card from the stack and has 1 minute to get his/her team to correctly identify as many buzzwords as possible from that list. When time expires, the guessing team has one final opportunity to guess what their teammate was drawing. If they are incorrect, the other teams get a chance to "steal" the points for that buzzword. The game will continue as the next group selects a member to draw. The teacher's review will be the same as the Buzzword game review.

6th Grade Example Buzzword List

Word List 1	Word List 2	Word List 3	Word List 4
1. elastic potential energy	1. native populations	1. ecosystem	1. biodiversity
2. air masses	2. extinction	2. auditory communication	2. population balance
3. deciduous forest	3. low pressure system	3. kinetic energy	3. salt concentration
4. mutualism	4. environmental variables	4. sustainability	4. tundra
5. design constraints	5. food web	5. natural catastrophe	5. barometer

Word List 5	Word List 6	Word List 7	Word List 8
1. fossil fuels	1. predator/prey	1. biomes	1. conduction
2. community	2. solar energy	2. conservation	2. rainforest
3. cold front	3. radiation	3. kinetic energy	3. abiotic factors
4. nonrenewable resources	4. elastic potential energy	4. environmental equilibrium	4. thermometer
5. habitat management	5. grasslands	5. convection pattern	5. fronts

6th Grade Example Buzzword List

Word List 9	Word List 10	Word List 11	Word List 12
1. population size	1. commensalism	1. climate change	1. parasitism
2. heat transfer	2. desert	2. energy pyramid	2. gravitational potential energy
3. stationary front	3. high pressure system	3. thermal energy	3. biotic factors
4. hydrologic cycle	4. chemical potential energy	4. ocean convection current	4. competitive interactions
5. invasive species	5. hydroelectric energy	5. renewable resource	5. marine

Word List 13	Word List 14	Word List 15	Word List 16
1. controlled variable	1. organism	1. nuclear energy	1. biosphere
2. symbiosis	2. freshwater	2. anemometer	2. potential energy
3. taiga	3. bias	3. variables	3. warm front
4. energy transfer	4. weather	4. population	4. convection
5. availability	5. visual communication	5. occluded front	5. survival strategies

Word List 1	Word List 2	Word List 3	Word List 4
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.
5.	5.	5.	5.

Word List 5	Word List 6	Word List 7	Word List 8
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.
5.	5.	5.	5.

Word List 9	Word List 10	Word List 11	Word List 12
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.
5.	5.	5.	5.

Word List 13	Word List 14	Word List 15	Word List 16
1.	1.	1.	1.
2.	2.	2.	2.
3.	3.	3.	3.
4.	4.	4.	4.
5.	5.	5.	5.