




Game-based learning with SMART Activities

REMEMBER, UNDERSTAND, APPLY, ANALYZE, EVALUATE, CREATE





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Activity	Display	Question Type	Details	Ideas + Level Up Ideas
 <p>Fill In the Blanks</p>	Display &/or Student Device	Fill in the Blank Check answers: Instantly, When prompted, Don't check	Up to 300 characters Up to 10 Blanks Doesn't support images	Skills: Deduction, Composition, Memory Quotes to introduce topic, character quotes, theories, rules, laws LU: use Shout it Out for students to write fill in the blank content (blanks in CAPS), Construct opinion statements with blanks and let them discuss RECALL, IDENTIFY, MANIPULATE, INFER, ARRANGE
 <p>Flip Out</p>	Display &/or Student Device	Flash Card interface	Up to 150 characters Supports images Determine which face is up Supports lists from: Match'em Up	Skills: 1 to 1 Correspondence, Memory, Vocabulary Flashcards: vocab, facts, examples w pics, LU: add text boxes for sorting or classifying after practice, classify ideas, motivation, ethics. Project choice boards RECOGNIZE, CLASSIFY, PRACTICE, DIFFERENTIATE, CATEGORIZE, INTERPRET
 <p>Game Show</p>	Display &/ or Student Device 2 teams/players	Multiple Choice True/False Check Answers: Instantly	150 characters Some data collected on team performance and how questions were answered Supports Non-Image Questions From: Response 2, Monster Quiz, Speed Up	Skill: Review content, prior knowledge LU: Use Shout Out to collect questions for Game Show, add timer to limit discussion for teams, add randomized to call on students RECALL, REVIEW, COMPUTE, QUESTION, INTERPRET

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 Label Reveal	Display &/or Student Device	Picture or Diagram with hidden labels	Up to 10 labels Optional notes for each label (up to 150 characters) Supports lists from: Rank Order, Super Sort	Skills: Memory, Deduction, Parts of Systems Diagrams, Processes, vocabulary label pics, study tool, students to check work LU: Add tasks under hot spots, turn study tool into an assignment, differentiate assigning different student groups different reveal tasks RECALL, CLASSIFY, PRACTICE, DIFFERENTIATE, CATEGORIZE, INTERPRET
 Match'em Up	Display &/or Student Device	Matching two things together, one right answer	Optional Category Name Supports images Supports lists from: Flip Out	Skills: 1 to 1 correspondence, Memory Vocabulary, concepts and examples, quotes and characters, LU: solve or answer questions to match up one right hint. (i.e. 2^2+5^3 matches an odd number more than 110), cause & effect, parallel concepts RECOGNIZE, LOCATE, SOLVE, CATEGORIZE, RELATE,
 Monster Quiz  Team Quiz	Display & Student Devices Required Team results shown on display Individual results shown on student devices	Multiple Choice True/False Check Answers: Instantly Multiple attempts Run Live	Doesn't support images Some data collected on team performance and how questions were answered Supports Non-image Questions from: Game Show, Response 2, Speedup	Skills: Review content, activate prior knowledge Introduce vocabulary, review assigned reading, LU: students submit questions in Shout it Out for quiz after assigned reading, lesson, video... RECALL, REVIEW, COMPUTE, QUESTION, INTERPRET

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 <p>Rank Order</p>	<p>Display &/or Student Device</p>	<p>Order or Rank Optional bookends (i.e., smallest to largest)</p> <p>Check Answers: Instantly, When prompted, or Don't check</p>	<p>Supports Images</p> <p>Supports lists from: Super Sort</p>	<p>Skills: Comparison, deduction, sequencing, arrangement</p> <p>Smallest largest, first to last, most _ to least _, LU: Rank ideas (no check), rank most influential, most significant to least, share screenshot in Shout Out and discuss</p> <p>ORDER, DESCRIBE, RELATE, APPRAISE, ARRANGE, JUSTIFY</p>
 <p>Response 2</p>	<p>Display & Student Devices Required</p> <p>Questions on Student Devices</p> <p>Progress & results on board</p>	<p>Multiple Answer Multiple Choice True/False Poll/opinion Short Answer (up to 25 characters)</p> <p>Check Answers: Upon Completion</p> <p>Run Live</p>	<p>Supports Images</p> <p>Detailed data exported to Excel spreadsheet</p> <p>Supports Non-Image Questions from: Monster quiz, Speed Up, Game Show</p>	<p>Skills: Review content, activate prior knowledge</p> <p><u>Quick:</u> 5 ?s review or prior knowledge check, exit ticket, warm-up, check for understanding, scaffolding, create word cloud of ideas with short answer <u>Assessment:</u> Chapter quiz, test, review or prior learning check, track growth, grade, export to gradebook</p> <p>LU: Use as a pretest to create 2 or 3 differentiated activities</p> <p>RECALL, REVIEW, COMPUTE, QUESTION, INTERPRET</p>
 <p>Shout It Out</p>	<p>Board & Student Devices Required</p> <p>Responses shown on board</p>	<p>Open Ended Short Answer</p> <p>Run Live</p>	<p>Response space: Randomize or Up to 4 categories</p> <p>Up to 150 characters per response</p> <p>Supports image OR text responses</p>	<p>Skills: Brainstorming, Personal Connections, Questioning, Conclusions and Connections</p> <p>Brainstorm, collect responses, quotes, personal connections, questions, back channel connections & questions, KWL, Review, schema</p> <p>LU: students create categories for responses by adding text boxes and sorting, use images to symbolize big idea of lessons, 6 word conclusions & summary, ask & answer board</p> <p>LIST, EXPRESS, PREDICT, QUESTION, CATEGORIZE, CONTRAST</p>

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 <p>Speed Up</p>	<p>Display &/or Student Device</p>	<p>Multiple Choice True/False</p> <p>Checks answers: Instantly</p>	<p>Supports non-image questions from: Monster Quiz, Response 2, Game Show</p> <p>Up to 4 players or teams</p> <p>Some data collected on performance and how questions were answered</p>	<p>Skills: Encourages quick thinking, competition, memory recall</p> <p>Review memorized skills</p> <p>LU: Choose the best answer, which is not correct, what answer would you get if you made this mistake?</p> <p>RECALL, REVIEW, COMPUTE, QUESTION, INTERPRET</p>
 <p>Super Sort</p>	<p>Display &/or Student Device</p>	<p>Sorting into 2 categories</p> <p>Checks answers: Instantly</p> <p>Customize your background</p>	<p>2 Required category names</p> <p>10 items per list</p> <p>Supports Lists from: Rank Order</p> <p>Images supported, Customize Graphics</p>	<p>Skills: Classification & Grouping</p> <p>Sort, classify, group, sort by True or False</p> <p>LU: Solve before sorting, sort by range (dates, number range, cause & effect</p> <p>RECOGNIZE, LOCATE, SOLVE, CATEGORIZE, RELATE</p>
 <p>Memory Match</p>	<p>Display &/or Student Device</p>	<p>Match cards</p> <p>Checks Answers: Instantly</p>	<p>Available only in SMART Learning Suite Online</p> <p>Up to 10 pairs</p> <p>Images supported</p> <p>1 or 2 players</p>	<p>Skills: 1 to 1 Correspondence, Memory, Vocabulary</p> <p>vocabulary, facts, examples,</p> <p>LU: predict possible matches, match questions to answers</p> <p>RECOGNIZE, CLASSIFY, PRACTICE, DIFFERENTIATE, CATEGORIZE, INTERPRET</p>

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SMART activity SMASHING



Rank & Defend

Rank ideas (ie most important to least important), share screenshot in Shout out, Justify your ranking & Discuss
Synthesis (arranging & organizing ideas)---> Evaluation (defend & justify)



1 Lesson 3 SMART Activities

Pre-Test + Review Content or LEVEL UP with Label Reveal w Tasks + Monster Quiz= Leveled Lesson

Game Based Lesson Building Challenge

Level- Up	Points	Your Score
1. Build a SMART Activity	50	
2. Build a SMART Assessment	100	
3. Add Gaming Component (star)	10 (per component)	
4. Save a List or Question Set	20	
5. Reuse List or Question Set	25	
6. Use an Image in SMART Assessment or Activities	10 (per picture)	
7. Build a Lesson Using More than One Activity	100	
8. Use More Than One SMART Activity TOGETHER	75	
9. Create a Pretest to Plan Differentiated Lessons Explain how you will differentiate	50 50	
10. Lesson Plan & Point Break Down	100	
11. Bloom's Points KNOWLEDGE, COMPREHENSION, APPLICATION, ANALYSIS, SYNTHESIS, EVALUATION	Add to each activity or Assessment 20 (knowledge-application) 50 (analysis-evaluation)	