Star Wars or Star Struck



This is a great game to try when reviewing virtually any subject matter. The best part about the game is that nothing more is required than two star wands (or similar objects) and a chalkboard (or empty wall space). I'll use the example of vocabulary to explain the game.

- 1) Write the vocabulary words all over the chalkboard in random order.
- 2) Divide class into two teams.
- 3) Then have two students (one member from each team) line up side-by-side a short distance away from the chalkboard.
- 4) Supply each student with a star wand and have them turn to face you (away from the board)
- 5) When the players are ready, read out a definition that corresponds with one of the words.
- 6) The students run to the board and swat the corresponding vocabulary word. The student who arrives and swats first receives a point for their team.
- 7) The game continues until all of the words have been called or until a certain number of points has been reached.



Star Wars or Star Struck

This is a great game to try when reviewing virtually any subject matter. The best part about the game is that nothing more is required than two star wands (or similar objects) and a chalkboard (or empty wall space). I'll use the example of vocabulary to explain the game.

- 8) Write the vocabulary words all over the chalkboard in random order.
- 9) Divide class into two teams.
- 10) Then have two students (one member from each team) line up side-by-side a short distance away from the chalkboard.
- 11) Supply each student with a star wand and have them turn to face you (away from the board)
- 12) When the players are ready, read out a definition that corresponds with one of the words.
- 13) The students run to the board and swat the corresponding vocabulary word. The student who arrives and swats first receives a point for their team.
- 14) The game continues until all of the words have been called or until a certain number of points has been reached.

Warnings:

- Before the game starts, be sure to establish expectations for game behavior. Some suggestions include: 1) Our wands are to be used for words only- not your classmates. 2) Play fair- do not attempt to prevent your opponent from reaching the word 3) Focus your swats- avoid wild, random swats.
- This is a noisy game the kids get very excited and rowdy and the neighboring class can hear the swatting so choose your day to play wisely maybe when the other class is out of their room or also playing a rowdy game!

Additional Application:

- **Math:** Write numbers on the board. Read a multiplication problem and have the child swat the correct answer. 8 x 8 and they swat 64. Same goes for square roots, addition, subtraction, division...
- **Science:** Write the names of the planets on the board. You read a characteristic or fact about a planet that the student must learn. They swat the correct planet. This could even get as complex as the elements on the periodic table, the classification of animals, geography...
- **English:** Obviously, vocabulary works well. You might also try plots and characters from recent stories. You write the characters on the board. Then read a fact or insight into one of the characters and the student(s) swat the correct character. Familiar authors and their works, literary terms, grammar, the list goes on and on.

As you can see, virtually any subject matter lends itself to the fun game of Star Wars!

Warnings:

- Before the game starts, be sure to establish expectations for game behavior. Some suggestions include: 1) Our wands are to be used for words only- not your classmates. 2) Play fair- do not attempt to prevent your opponent from reaching the word 3) Focus your swats- avoid wild, random swats.
- This is a noisy game the kids get very excited and rowdy and the neighboring class can hear the swatting so choose your day to play wisely maybe when the other class is out of their room or also playing a rowdy game!

Additional Application:

- **Math:** Write numbers on the board. Read a multiplication problem and have the child swat the correct answer. 8 x 8 and they swat 64. Same goes for square roots, addition, subtraction, division...
- **Science:** Write the names of the planets on the board. You read a characteristic or fact about a planet that the student must learn. They swat the correct planet. This could even get as complex as the elements on the periodic table, the classification of animals, geography...
- **English:** Obviously, vocabulary works well. You might also try plots and characters from recent stories. You write the characters on the board. Then read a fact or insight into one of the characters and the student(s) swat the correct character. Familiar authors and their works, literary terms, grammar, the list goes on and on.

As you can see, virtually any subject matter lends itself to the fun game of Star Wars!