

Set-up: Print the following page onto cardstock and laminate. Cut out circle and arrow. Punch hole in center of circle and in arrow. Attach arrow to the circle with a brad.

Directions: Can be played with or without Cranium game. If playing with the Cranium game, use board, die, and playing pieces per instructions but don't use slow track. Always stop on a brain, regardless of roll. Break students into two teams. If not playing with the game, just keep a score however you would like.

During a turn: Student spins spinner and performs the challenge until his/her team knows the correct subject/week. Where appropriate, team must answer in unison. Using a timer may be helpful.

Pictionary: Draw on whiteboard without talking. (For younger students, tutor may perform the challenge for the team.)

Sensosketch: Draw with paper/pencil or whiteboard without talking and with eyes closed. (For younger students, tutor may perform the challenge for the team.)

Charades: Act out the info without talking. (For younger students, tutor may perform the challenge for the team.)

Humdinger: Hum the tune. (For younger students, tutor may perform the challenge for the team.)

Team Worm: Beginning with the person who spun, the team must answer the memory question in a list, one at a time and in order.

Team I Spy: Beginning with the person who spun, the team must identify the correct geographical locations on a map and name them, one at a time and in any order.

Team Scramble: Team must unscramble the correct week of timeline cards in 30 seconds and then recite them together.

Head-to-Head: The person who spun must go up against the next person on the opposing team. They stand facing each other with their hands behind their back until the question has been read. First person slap the table between them must answer the question correctly. If they don't know it within a few seconds, the other person may answer. If the first team wins, they win the roll, but if the opposing team wins, they do not win a roll - they just kept the other team from progressing in that turn. (Then opposing team member takes his/her normal turn).

Pop Quiz: Single person trivia for the person who spun, to be answered independently.

Lie Detector: Make up a true/false question for the person who spun, to be answered independently.

Missing Piece: Read memory work out loud or write on board (e.g., skip counting) leaving blanks in certain areas. Student must fill in the blanks.

Tutor chooses which subject/week for each challenge. The following is a list of the best subjects to do for each challenge.

<u>Pictionary</u> History Science Math	<u>Charades</u> Prepositions History Science Timeline	<u>Team Worm</u> Skip Counting Timeline Latin Science English Grammar	<u>Team Scramble</u> Timeline Cards Latin Declension Chart	<u>Lie Detector</u> Math Science Geography History
<u>Sensosketch</u> Math (Week 16-20) Science	<u>Humdinger</u> History (Geography or math, possibly)	<u>Team I Spy</u> Geography	<u>Head-to-Head or Pop Quiz</u> All subjects	<u>Missing Piece</u> All subjects

