

Brain Buster PowerPoint Game



Duration: 1 class period

Professions: A variety of health professions **Grade Level:** 6-8

All HOTT lesson plans are designed with the purpose of increasing students' awareness of the variety of health careers that are available to them. If possible, invite the corresponding health professional into your classroom to discuss his/her occupation. If this is not an option, use the attached sheet(s) to share this/these career(s) with your students.

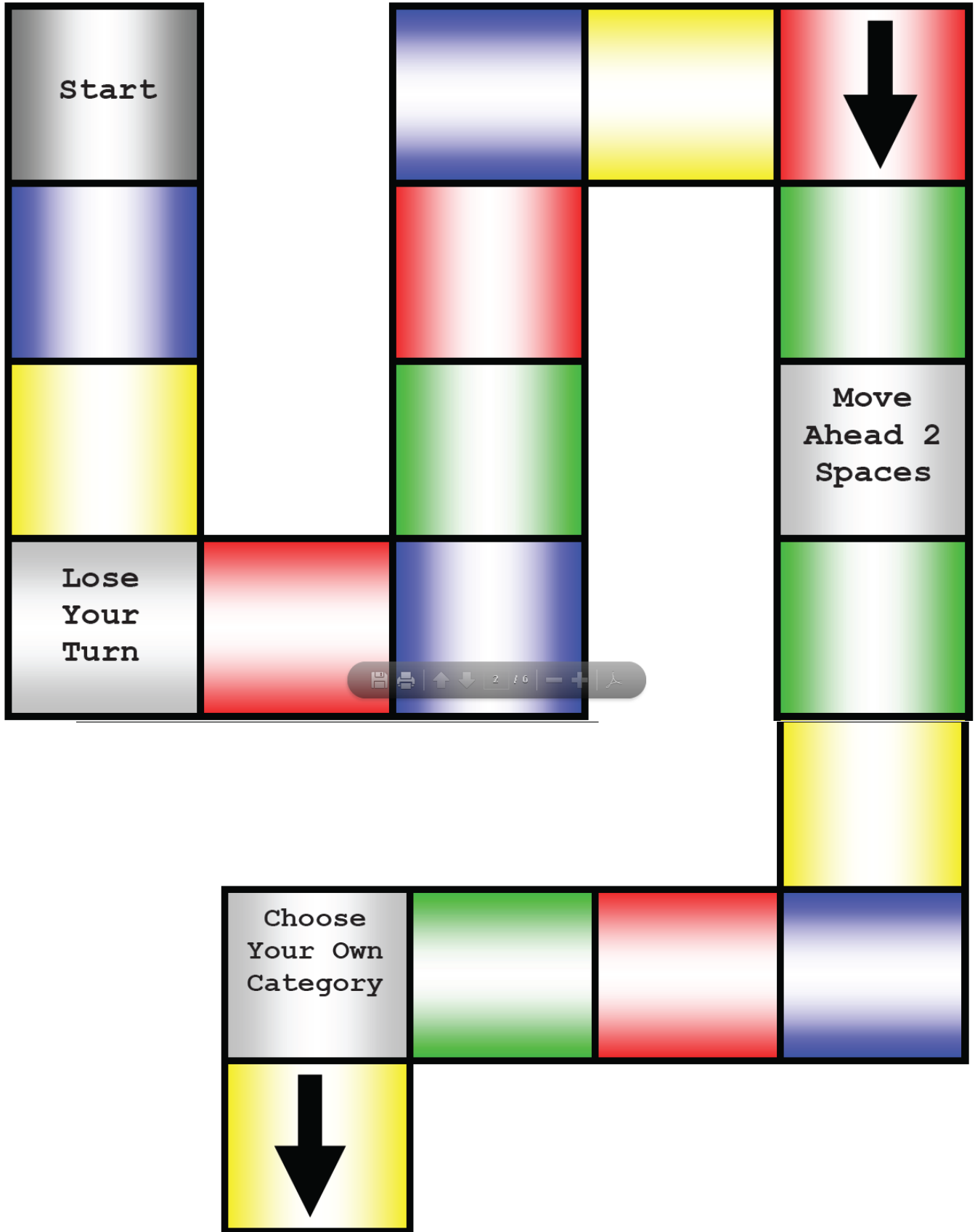
Purpose: To introduce students to the field of health.

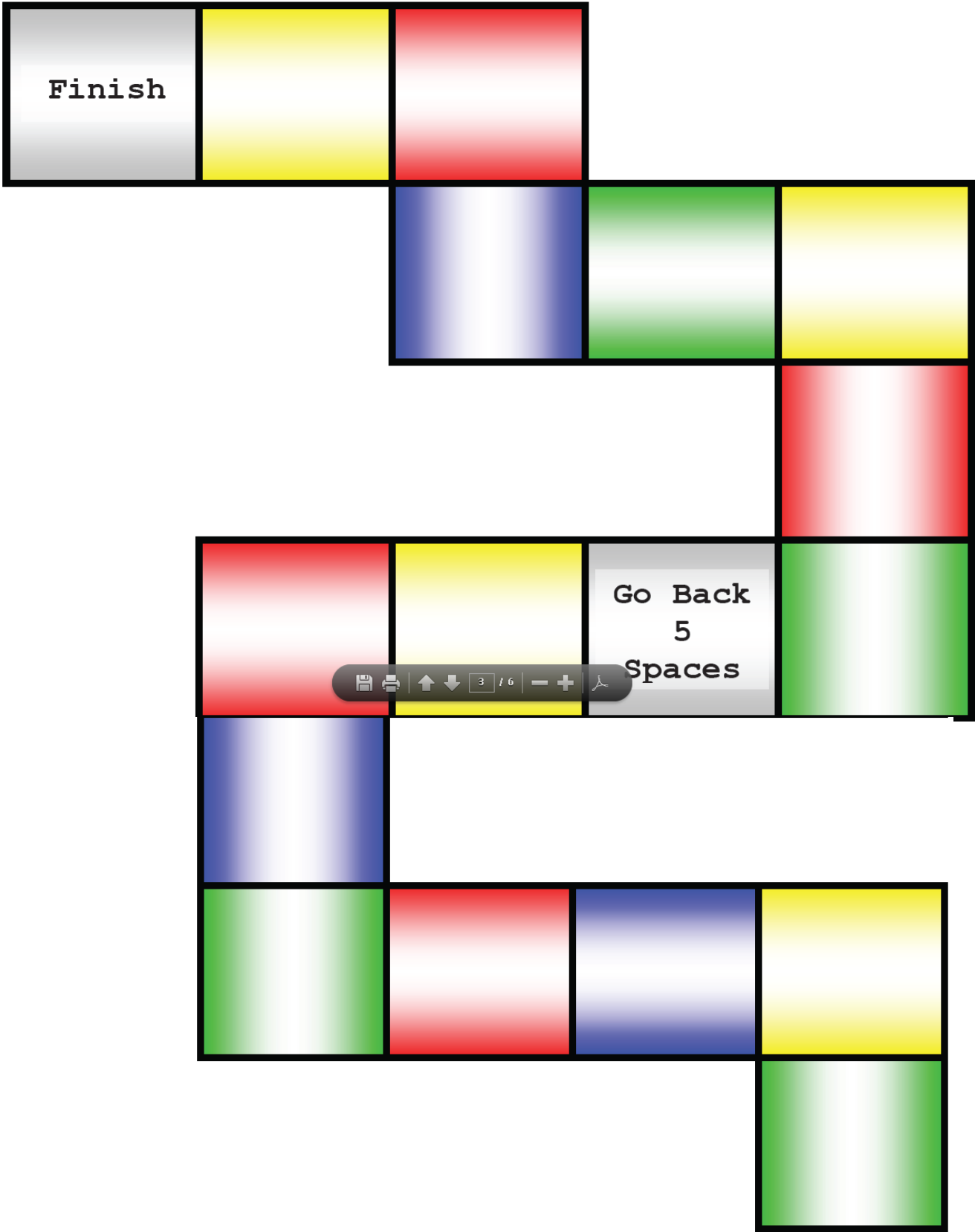
Materials needed: Word game board (pages 1 & 2 align side by side, pages 3 & 4 align side by side beneath pages 1 & 2), game pieces, paper, pencil, printable table, dice or spin wheel, computer, [file:///Espr1fs16/hepr1\\$/HOTT/Summer%20Projects/Powerpoint%20Games/6-8/Brain%20Busters/Brain%20Busters.ppt](file:///Espr1fs16/hepr1$/HOTT/Summer%20Projects/Powerpoint%20Games/6-8/Brain%20Busters/Brain%20Busters.ppt)

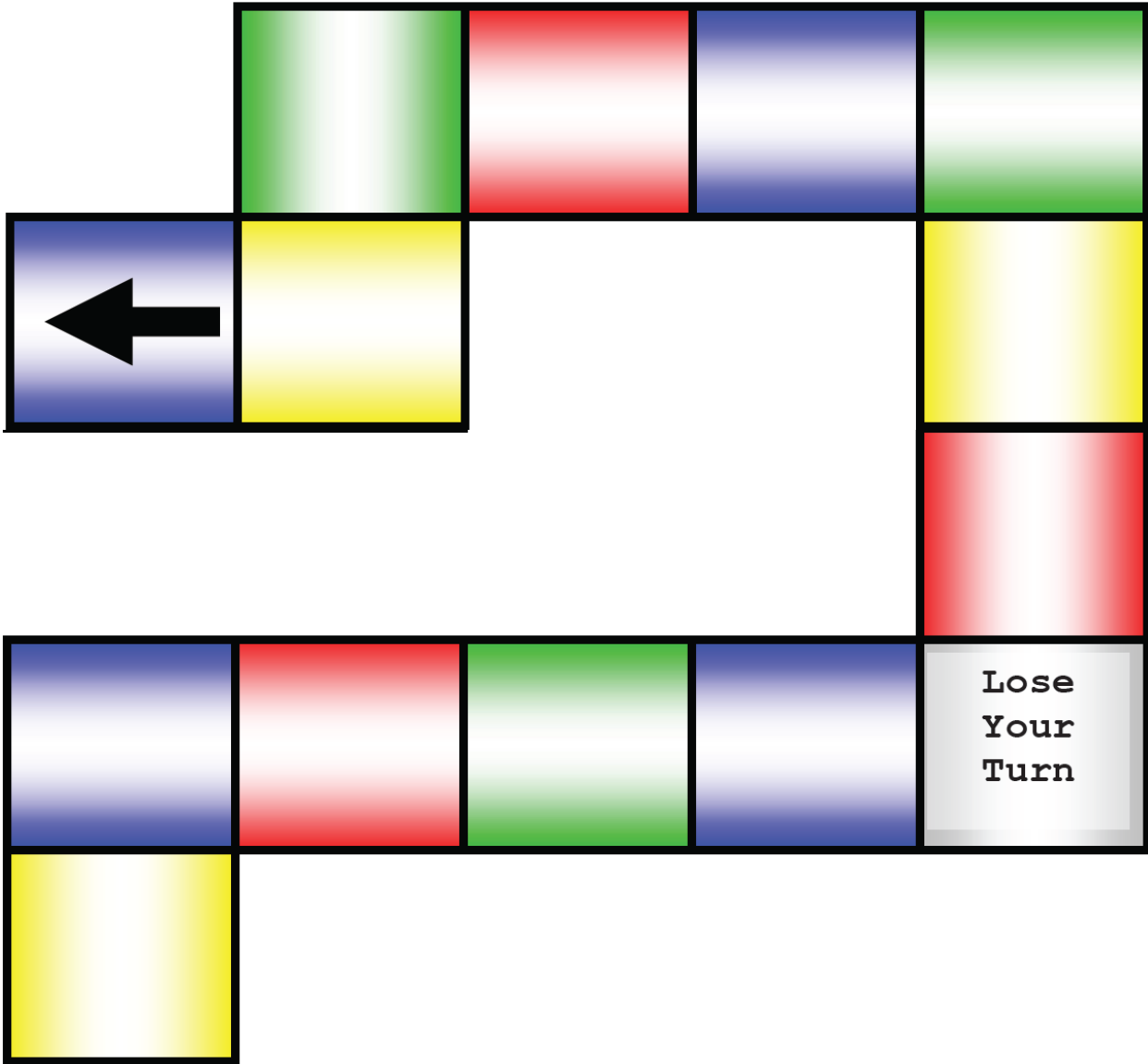
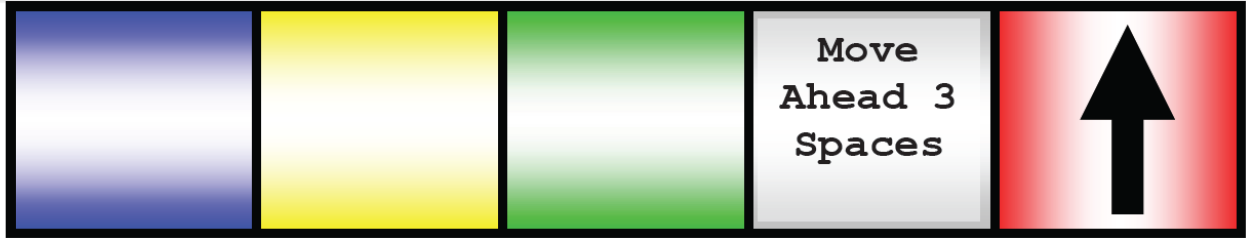
Instructions:

- Split the class into even groups of 4 or less. Each team will compete against the other team in the class. Print the game board and place it somewhere where it is visible for the students (middle of the circle, tacked to the board, etc.). Find a game piece for each team (checkers, pieces of paper, coins, etc.). The teacher should also give each group the table with the categories and number values so they can keep track of what has been used.
- The game is split into 4 categories: Lights, Camera, Action (Charades) in which you act out the bold words, Sketch It (Pictionary), Word Play, and Figure It Out (Trivia). Roll the dice or spin the wheel to determine team order.
- The first team rolls the dice or spins to see how many places they move. This team will then pick a number in the colored category on which they land. Click on the chosen value to link to the question. Once member of the team will act out or draw while their group tries to guess the answer. You must take turns acting and drawing. The team as a whole tries to determine the answer in Word Play and Figure it Out.
- The number value correlates with the number of spaces the team gets to move if they get the question right. If they get the question wrong they don't get to move. The questions get harder as the value increases. After the question pops up, the time starts. Each category has its own time limit. Lights, Camera, Action (45 seconds); Sketch It (45 seconds); Word Play (1 minutes); and Figure It Out (30 seconds). After their time expires a slide will pop up declaring their time has run out. DON'T GET ANSY AND CLICK! It will pop up on its own.
- If the team answers the question before the time runs out for Lights, Camera, Action and Sketch It, click on the mailbox to get back to the category page. In word Play and Figure IT Out the answer is provided on a difference slide. If the students answer the question before time runs out, click on the balloon to link to the answer. If the hand or stoplight pops up, the students must give an answer. After they click anywhere on the screen to link to the answer slide.
- The first team to get to the finish line wins.

References: South Dakota Office of Rural Health







| Lights, Camera, Action | Sketch It | Word Play | Figure It Out |
|------------------------------|-----------|-----------|------------------|
| 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 |
| 5 | 5 | 5 | 5 |
| 6 | 6 | 6 | 6 |