

## Strategy

Parade of Games

## Origin

Jones, D. & Mungai, D. (2002). Parade of games in Power Point. Retrieved from  
<http://facstaff.uww.edu/jonesd/games/>

## Application

Games, especially those involving some use of technology, align well with present-day learners interests and therefore present opportunities for integration into courses.

This site contains customizable Power Point templates and examples of 16 games that can be integrated into college-level courses.

Buzz Word Bingo: This aids recall of words, terms, and phrases. Played much like a bingo game, learners receive a card at the beginning of a course lecture or discussion, and places an "X" in the square when the instructor uses the associated word or phrase.

Correct Order: Reinforces the correct sequence of a flow or process. Learners are provided options of order and must choose the correct one.

Diagram It!: Identifies relationships between concepts. Learners are provided a template for a concept map.

Email Game: Builds knowledge by exchanging emails. Can cover multiple weeks or concepts.

Flash Cards

Idea Map: Learners create a visual product based on your lecture/discussion.

Jeopardy

Multiple Choice: Learners choose between choices provided.

Scavenger Hunt: Learners "visit" virtual or real places to gather knowledge and clues.

What is the Truth?: True or false game-style.

Triples: Learners identify a concept through three words that somehow connect to the concept.

Trivia

What am I?: Learners identify something on the basis of its definition or core purpose.

Word Jumble

Word Search

Who Wants To Be A...

<b>Reflection</b>
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How does this compare to what you are already doing?

How do you think your students would respond to games in your course?

What applications, if any, exist for this activity in your course?