



Revision Games for GCSE Literature Teaching Ideas

Lesson Objective: To successfully revise material from a GCSE Literature text.

This resource explains a number of simple revision games and strategies for use with students. These are particularly useful in reviewing content-based English material such as a novel studied for GCSE Literature or the required poetry element. May be used to remember context related information as well. These activities can be used as starter or plenary activities or extended for a fun and interactive revision session.

Images

Using a selection of random images on a PowerPoint display, ask students to decide which best represents a chosen character. Why? Alternatively, consider the pictures as how a character may be feeling.

Character Revision (20 Questions)

One student comes to the front of the class and sits in a chair facing the rest of the class. A character's name is written behind this student on the whiteboard. The student now has 20 questions in which to figure out what character he or she is. All questions to the class must be answerable with a yes or no response.

Kim's Game

Choose 10-12 objects which each reflect a part of the story or a character. Students work in groups/pairs. Each can come to the front and have the tray of objects revealed to them for 15 seconds. They must try to remember as many objects as possible and record them on their return to their desks. After recording all the objects they can, students must link each object to its part in the story.

Character Props

Use 4-5 bags. Fill each one with 3-4 props that can easily be associated with one character from the story (for example: fake pearls, a teacher's book, a woman's glove, a child's toy – to indicate Mary Morstan and her job as a governess). Students investigate the different bags as they move around the room. Can be done in pairs if enough character bags can be created.

Post-it Note Scramble

Stick Post-it notes randomly on the whiteboard – these are the short answers to a number of questions. Students are put in teams and, as in Family Fortunes, one member of each team stands with his back to the board. The teacher or another pupil describes one of the words (or asks a question for which it is the answer), and when he has finished, the two students have to turn around, locate and grab the correct answer. The winning team is the team with the most Post-it notes at the end of the game.

Puzzled

Students are each given a piece of paper that they must keep hidden from others until the game begins. The students will either have a question or a keyword for the unit. As soon as the time starts, the students have to quickly move around, looking for the other students' words, trying to group themselves so that they have one question and the correct response between them. Example: The student with the question "Who searches London for the creosote evidence?" should find the students with "Sherlock", "Watson" and "Toby" written on their cards. Students are not allowed to talk, and they earn points for completing their group in a set period. Can be used to create pairs or groups for activities.

Relay Runner Dominoes

Teams of four each stand a short distance away from a table where their definition cards are shuffled and spread out face up. Definition cards should have the definition for one word at the top and another keyword from the subject on the bottom. Runner one (one from each team) runs to the table, picks up a card and brings it back to number two. At the bottom of the card is a word or concept from the topic. Runner two has to run to the table and find the card that has the corresponding definition on the top portion of the card. He or she brings this back and on the bottom will be another keyword whose definition must be found. The first team to collect all the cards, and lay them out so they connect and make sense, wins.

Phone a Friend

This is a good game to play when you have access to laptops or computer equipment. Can be used to introduce research topics. The class is split into teams of four; one pupil is captain and the other three are friends. The teacher asks the captains a question and they have a set time to provide an answer. The captain can write down the answer or nominate a friend to help. Friend one is on a computer and can use the Internet to search for the answer, friend two has class notes to help and friend three is allowed to discuss possible answers with the captain. The game lasts for eight questions, but each friend is only allowed to be nominated twice during the game. All correct answers are given points but the teams must keep track of who has been nominated to help them answer.

Jump to the Left

The students stand in single file facing the front of the class. This can be done in two or three rows. The space to the right of the students is called *true*, and the space to the left is called *false*. Begin by asking a true-or-false question and then count down, '3,2,1, jump.' If the students think the answer is false, they must jump to their left, and if they think it's true, they must jump to the right. Students get 10 points if they jumped to the correct side, and then all students return to the centre line for the next question with the student who had been at the front of the row now moving to the back.