

Name of the game: ZAP

Goal of the game: reactivate, what you know

Age: 9.-11. Grade

Number of players: groups with three

Time needed: 10 minutes

Needed material: envelopes with questions. You need cards with points on it, for the right answers

How to play:

There are 9 envelopes pinned to a wall or black board, each with three cards in it. There can be positive or negative numbers on the cards, for example +2 or -2. double If a team draws the "ZAP"-card it loses all the points. The team can pass the card to another team, if it does not match.

Each group is asked a question. If the group answers right, they draw a card from the envelope. If the answer is wrong, another group can answer. The game is at the end, if there are no cards left. The team with the most points wins.

Evaluation:

interesting: ★ ★ ★

entertaining: ★ ★ ★ ★ ★

communicative: ★ ★ ★

educating: ★ ★ ★ ★ ★

funny: ★ ★ ★

interactive: ★ ★ ★ ★ ★

supporting imagination: ★ ★