

# 7 Engaging Test Review Ideas

**Note:**

Each activity requires review questions and an answer key. You can make your questions, find examples online, or seek out practice questions in your curriculum. For older students, consider having them submit their own questions and answers. Be sure to include various formats (multiple choice, true-false, short answer, matching) so students can practice differently.

## 1 Snowball Fight

**Age:** Middle-high school

**Supplies:** Printed review questions, music

**Prep:** Print each review question on a separate small rectangle of paper. Number each question. Crumple each rectangle into a “snowball” and keep them in a central pile. Have students label a blank sheet of notebook paper with the number of questions (Example: If you made 25 snowballs, have students number 1-25 down their papers). Have background music ready, either through your phone or a computer speaker.

**Play:** When the music starts, it’s snowball fight time (remind students to throw snowballs across the room calmly). When the music stops, students must freeze and open the nearest snowball. Students should solve the problem and record their answer next to the corresponding number on their sheet of paper. Continue until students have answered all questions. Review the correct answers as a whole class, in small groups, or collect student sheets to grade.

Image source: <https://www.thoughtco.com/ice-breaker-snowball-fight-31389>



## 2 Dry Erase Desk Review

**Age:** Upper elementary-high school (best for math)

**Supplies:** Dry erase markers, wipes, printed review questions

**Prep:** Pass out a printed review question packet and dry erase marker to each student.

**Play:** Students should solve each review question, but they must show all work on their desks. Have students record final answers in their packets to turn in at the end of class. Students can also work in partners or table groups. Monitor the room and easily see student work displayed on desks to help clarify any misconceptions or provide help.



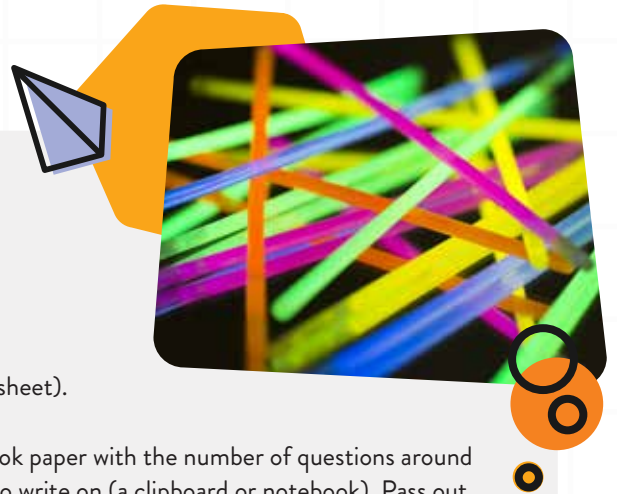
### 3 Glow Gallery Walk

**Age:** Upper elementary-high school

**Supplies:** Class set of [glow sticks](#), tape, printed review questions, [mini flashlights](#) (optional)

**Prep:** Print review questions on small pieces of paper (one question per sheet). Tape questions around the room (on cabinets, the backs of chairs, the whiteboard... get creative!). Have students label a blank sheet of notebook paper with the number of questions around the room (leaving space in between to show work) and grab something to write on (a clipboard or notebook). Pass out glow sticks and turn off the lights. Optional: Place mini flashlights near each question card.

**Play:** Independently, students must walk around the room, find a question (in any order), and solve the problem on their sheets of paper. Instruct students to return to a question later if another classmate is already at a station. Once students answer all questions, assign them to small groups to review problems that stumped them. Encourage teams to work through different ways to solve using class materials (notes, textbook, handouts) to find potential solutions. Turn back on the lights, and come back as a whole class for the last ten minutes to review. Have student groups act as “teachers” to share work on the board to build confidence!



### 4 Trashketball

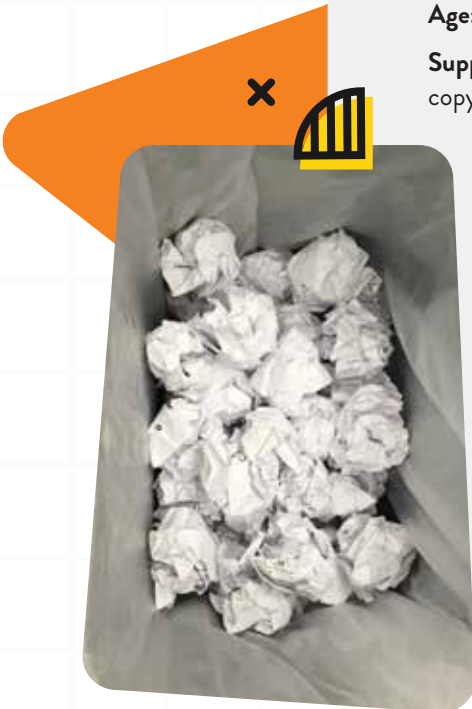
**Age:** Elementary-high school

**Supplies:** Empty trash can, ball (or a crumpled sheet of paper), projector/screen, digital copy of review questions

**Prep:** Split students into two teams. Prepare your review questions to display on the classroom screen (example: one question per slide or page). Place the trash can in a central location near student desks.

**Play:** Project the first question on the screen. Silently, have all students solve the problem at their desks (either in their notebooks or on a separate sheet of paper). Call on a student from Team 1 to answer. If they answer correctly, Team 1 gets the point and a chance to shoot the ball from their desk into the trash can. If Team 1 makes the basket, they get an additional point. If they answer incorrectly, Team 2 gets a chance to answer and shoot. Continue until students answer all questions. The team with the most points wins.

*Image source: <https://www.mrseteachesmath.com/2015/03/trashketball-my-favorite-review-game.html>*



## 5 Shaving Cream Race

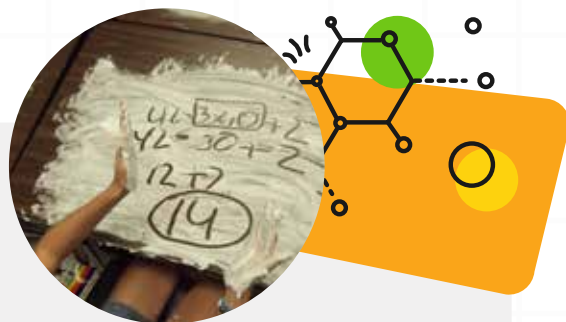
**Age:** Upper elementary-high school (best for math)

**Supplies:** Shaving cream, wipes, digital copy of review questions

**Prep:** Prepare your review questions to display on the classroom screen. Squirt a small amount of shaving cream on each desk, and have students spread it around until their desks are thinly coated.

**Play:** Project the first question on the screen. Have all students solve the problem using their fingers as “pencils” in the shaving cream. Have students raise their hands to share once they find the answer. Be sure to stop and address any questions and work through examples on the board (if needed) before progressing to the next question.

Image source: <http://mrsjohnson6b.weebly.com/blog/math-shaving-cream>



## 6 Digital Review

**Age:** Elementary-high school

**Supplies:** Computer device

**Prep:** Find the best review website for your students’ needs. Younger kids enjoy game-driven practice packed with rewards like [Reflex](#) and [Frax](#). Older students like fast-paced competition often found through sites like [Kahoot](#), [Blooket](#), or [Gimkit](#). Upload your questions to a review site, or search for pre-made quizzes that align with your standards or unit. You can also create your own [escape room using Google Forms](#). [Gizmos](#) are a great way to assess students through performance tasks as they review through virtual simulations.

**Play:** Game rules vary per platform.



## 7 Prize Box

**Age:** Elementary-high school

**Supplies:** Small prizes (stickers, plastic beads, stamps, slime, notebooks, etc.), printed review questions

**Prep:** Determine the number of points each question and prize is worth. Pass out a printed review packet to each student.

**Play:** Keep it simple with this review session students complete at their desks. Instruct students that to earn prizes, they must answer a certain number of questions correctly and show all their work. At the end of class, collect student packets, tally up their point totals, and invite students to “shop” the prize box with their allotted spending amount.

Image source: <https://creatinglifetimelearners.com/prize-box-ideas/>

