

APPENDIX F: (SECTION 5)

REVIEW AND REFLECT VARIATIONS

Musical Chairs

Participants will place their chair in one large circle with the chairs facing out. (*You may have to surround tables or move some of the furnishings, but everyone should be involved.*) Ask participants to be seated at the beginning of the game. After everyone is seated ask them to stand. The music will start to play and everyone will move clockwise around the chairs in an orderly manner. [Trainer will remove one chair from the circle. This is the only chair that will be removed as no one will be eliminated from the activity.] When the music stops, everyone must find an empty chair and sit in it; only one person per chair. The person left standing will answer a review and reflect question. Example: *Share one valuable piece of information you learned yesterday.*

Clusters

All participants move about the room. The leader calls out a number. The group must then make clusters of players to match that number. Whoever doesn't get into a cluster of the appropriate number is asked a review and reflect question. Variations can be clusters made of players with the same shoe size, the same sock color, the same eye color, etc.

Last and First

The participants sit in a circle and decide on a category and time allowance to begin the game. Category examples could include animals, flowers, countries, etc. The first player calls out a word in the chosen category. For example, if the category is animals, he or she might call out 'dog'. The next player then has to take the last letter of that word and name another animal; i.e. 'goat'. The next player might say 'tiger', and so on. If a player cannot think of an animal within the predetermined time allowance, then he or she is asked the review and reflect question.

Buzz

For this game to be effective it must be played as quickly as possible. The participants sit in a circle. The first player calls out 'one'; the second player calls out 'two', and so on. When it gets to five, or any multiple of five, instead of calling out the number, the player must say 'buzz'. If the number contains a five but is not a multiple of five, then only half the number is called out. For example, 52 becomes 'buzz two'. If a player forgets to say 'buzz', or hesitates before calling out the number, then he or she is asked the review and reflect question.

Fish Bowl

Write a series of review questions on slips of paper. Have each participant draw out one slip and answer the question.

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Pass IT Around

Before the game starts, cut apart the words below (or write them on separate slips of paper): Left of Orange, The Orange, Right of Orange. The papers are put into a pot/bowl. Have participants get into a circle and select one person to hold the orange. When music is played, participants must pass the orange to the right. As soon as the music stops, participants must stop passing the fruit. One slip of paper will be drawn from the pot and read out loud. The player who has the position as described on the paper will ask another participant a review and reflect question. Examples: If the slip of paper drawn reads *Left of Orange*, the person to the left of the one holding the orange will ask another participant a review and reflect question. If the slip drawn reads *The Orange*, the person holding the orange will ask another participant a review and reflect question. Other objects can be used, such as a beach ball, bag, stress ball, etc. to pass around the circle. Be sure to change the slips of paper to correspond.

Left of Orange	The Orange	Right of Orange
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