

SHARE-AN-IDEA ENTRY FORM

Please complete the following for entry into the KBEA Share-An-Idea Contest. All entry form information should be limited to two pages or less. Any supporting ideas should be submitted separately.

Idea Title: **Jenga Review**

Subject Area: **Business**

Objectives/Overview:

- **Students will know vocabulary words and concepts of the chapters that will be included on the Chapter 10-12 Business Essentials test.**

Targeted NBEA Standards:

The following are standards from Chapters 10-12 that they are studying for during this activity.

- **Recognize the customer-oriented nature of marketing and analyze the impact of marketing activities on the individual, business, and society.**
- **Analyze the characteristics, motivations, and behaviors of consumers.**
- **Describe the elements, design, and purposes of a marketing plan.**
- **Analyze the elements of the marketing mix, their interrelationships, and how they are used in the marketing process.**
- **Assess the impact of information technology in a global society.**
- **Identify, evaluate, select, install, use, upgrade, customize, and diagnose and solve problems with various types of operating systems and utilities.**
- **Explore positions and career paths in information technology.**
- **Understand the role that accountants play in business and society.**
- **Develop an understanding and working knowledge of an annual report and financial statements.**
- **Assess the financial condition and operating results of a company and analyze and interpret financial statements and information to make informed business decisions.**

Step-By-Step Procedure:

1. **Type the word and definitions in the supporting document #1. This will allow the students to have a flip chart so that they can only see the word that they are supposed to be on and not all of the other definitions. Number each word and definition so that it will correspond to the blocks.**
2. **Once you have the definitions typed you will need to get a few Jenga game sets and number each block 1-54. These numbers will then match up to the words and definitions that you typed out.**
3. **Once you have the blocks numbered and the definitions and words printed out you will need to cut on the dotted lines of the words and definitions flip chart. This will help while the game is going on so students can only see the number of the block that they have pulled from the Jenga Tower.**
4. **You now have the game ready for the students!**
 - a. **To play the students will get in groups and play Jenga just as they would outside of class.**
 - b. **They will choose a block to pull from the tower.**

- c. Once they have the block out without knocking the tower over they will tell whoever is reading what number they pulled.
 - d. The student reading (someone in the group whose turn it is not at the time) will then give the definition or word (this can be a concept, process, or something else to fit what you are teaching) and then the student will try to give the correct answer.
 - e. Once the students turn is over then it goes to the next person.
5. The way I score in my classroom is:
- a. If they get the word/definition right they get two points.
 - b. If they get it wrong it is minus one point
 - c. If they knock over the tower it is minus five. At the end of the game whichever student(s) has the highest score gets a prize.

Concepts/Skills Reinforced or Mastered:

With playing this game the students are reviewing the unit that will be on the test during the next class period. The Jenga review can be set up for any class and any unit. This is a good and fun way for students to have concepts reinforced. Definitions, vocabulary words, processes, and concepts are all reinforced by participating in this game.

Course/Grade Level:

9th-12th Grades

Materials/Resources/Equipment Used:

**Jenga Game Set
Paper (for vocabulary flip charts)**

Time Required to Complete the Lesson/Unit?

45-60 minutes

Post Evaluation:

After the students participated in Jenga I did see an increase in test scores. I believe that this game gives them a fun way to study that they retain the information better than other ways that I have tried reviewing. It also gives the students an idea of what words or concepts to study according to what is in the Jenga game. Among all students there was an increase in the test scores of playing Jenga review for all of the unit tests.