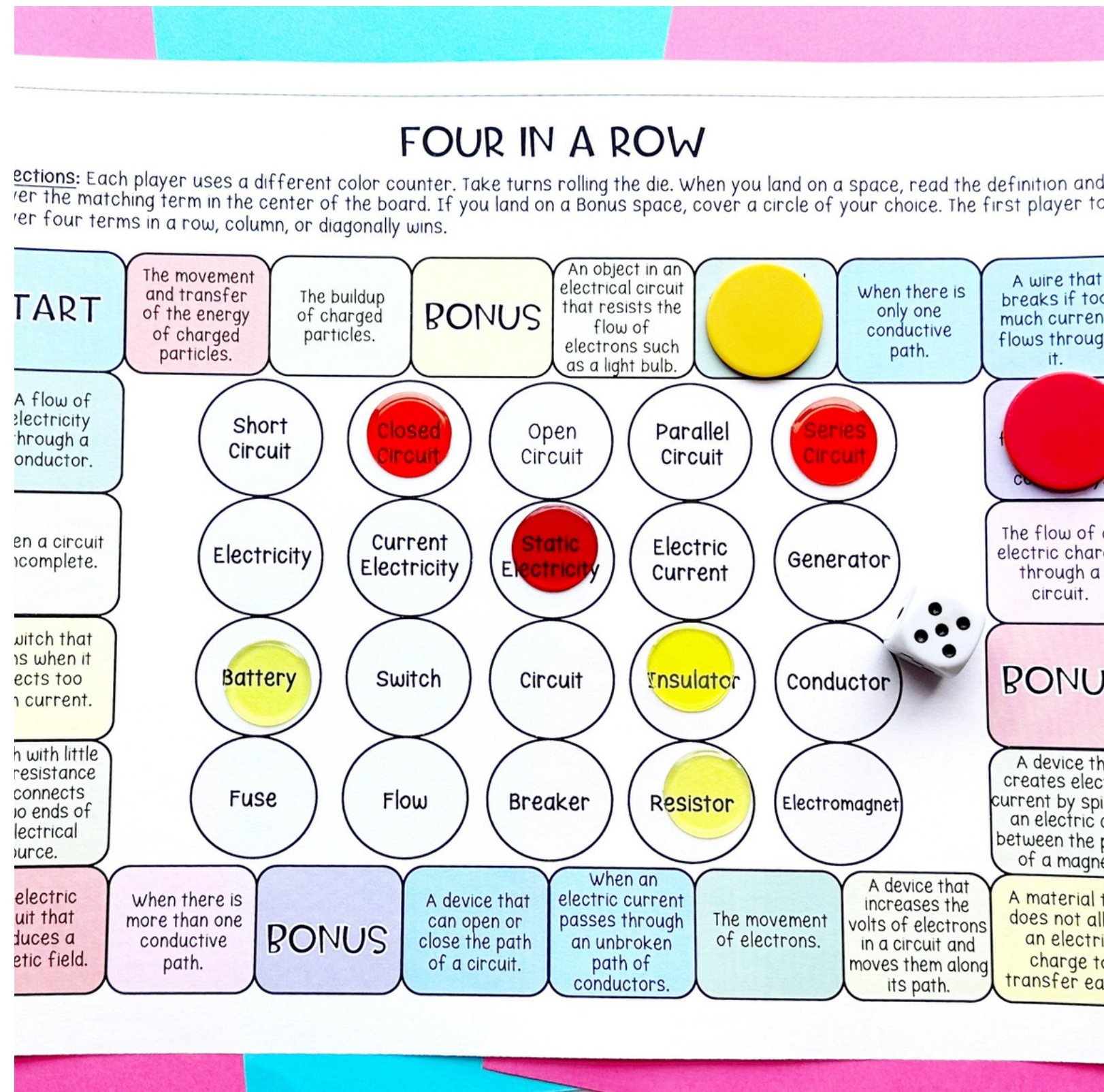


CONCEPTS COVERED



- VOCABULARY CONCEPTS RELATED TO ELECTRICITY (SEE PAGE 5 FOR LIST OF TERMS)
- REINFORCEMENT OF SUBJECT SPECIFIC TERMS AND CONCEPTS IN DIFFERENT CONTEXTS
- BUILDING OF A STRONG LANGUAGE FOUNDATION IN BOTH VOCABULARY AND SCIENCE
- PROBLEM SOLVING AND CRITICAL THINKING SKILLS
- COLLABORATION & COMMUNICATION SKILLS

GET STUDENTS EXCITED ABOUT LEARNING

WHY USE THIS?

Lots of Benefits

- CAPTURES STUDENTS' ATTENTION, MOTIVATES THEM IN THE ACTIVE LEARNING PROCESS, AND MAKES VOCABULARY MORE EXCITING
- REINFORCES IMPORTANT SCIENCE CONCEPTS AND VOCABULARY FOR BETTER RETENTION AND UNDERSTANDING
- IMPROVES PROBLEM SOLVING, FOSTERS COMMUNICATION SKILLS, AND PROMOTES TEAMWORK CREATING A POSITIVE CLASSROOM ENVIRONMENT
- PROVIDES INSTANT FEEDBACK IN A LOW-PRESSURE ENVIRONMENT, ALLOWING TEACHERS TO IDENTIFY AREAS OF FURTHER INSTRUCTION NEEDED
- TIME-EFFICIENT WAY TO COVER CONTENT

-BUMP-

Directions: Roll two dice and add the numbers together. Then, use the table to determine the term you will need to find the definition for. Next, cover this definition with your counter. If another player has covered this definition, you can "bump" it off and put one of your own counters on it. If it already has one of your counters on it, you can add another counter on it and you will have officially won that space. Players cannot "bump" counters off spaces with two counters, spaces that have been won. The first player to win four spaces is the winner.

If your roll adds up to:	Cover the definition for:
2	flow
3	battery
4	switch
5	circuit
6	insulator
7	conductor
8	electromagnet
9	static electricity
10	current electricity
11	electric current
12	generator

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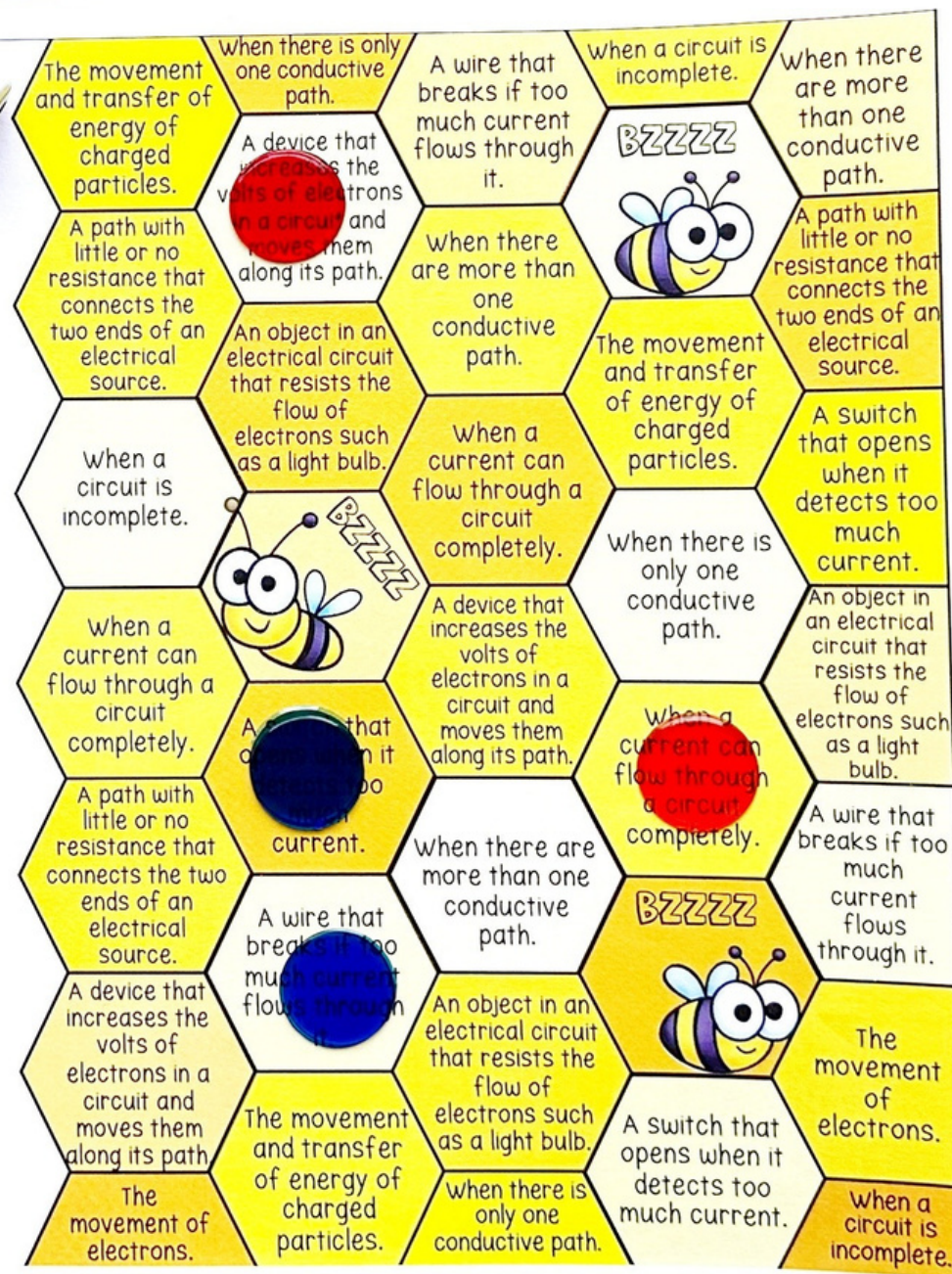
**GET HIGH-QUALITY,
ENGAGING RESOURCES**

WHAT'S INCLUDED?

TERM BUZZING...

Directions: Each player uses a different color counter. Take turns rolling the dice and adding the numbers together to get a final number. Then check the table below to see what term matches your number. You will then find the definition to your term on the board to the right and cover it with your counter. The first player to cover four in a row, column, or diagonally wins. The bees are free spaces.

If your roll adds up to:	Cover the definition for:
2	ELECTRICITY
3	CLOSED CIRCUIT
4	OPEN CIRCUIT
5	PARALLEL CIRCUIT
6	SERIES CIRCUIT
7	SHORT CIRCUIT
8	FUSE
9	BREAKER
10	RESISTOR
11	FLOW
12	BATTERY



- 10 LOW TO NO PREP DIFFERENT PRINTABLE GAMES, INCLUDING FAMILIAR GAMES LIKE "BUMP", "SHOOT OR POUR" (LIKE CHUTES & LADDERS), AND "TERM CAPTURE"
- VOCABULARY WORDS SHEET
- VOCABULARY WORDS & DEFINITIONS SHEET
- PRINTER VERSION CHOICES – COLOR FOR LAMINATING OR PRINT AND GO B/W
- STUDENT FRIENDLY DIRECTIONS

TAKE YOUR WEEKENDS BACK TO DO WHAT YOU LOVE

PERFECT FOR:

- CENTERS
- SUPPLEMENTING YOUR CURRENT LESSONS
- WARM UP ACTIVITIES
- SMALL GROUPS
- WHOLE GROUP ACTIVITIES
- SUBSTITUTES

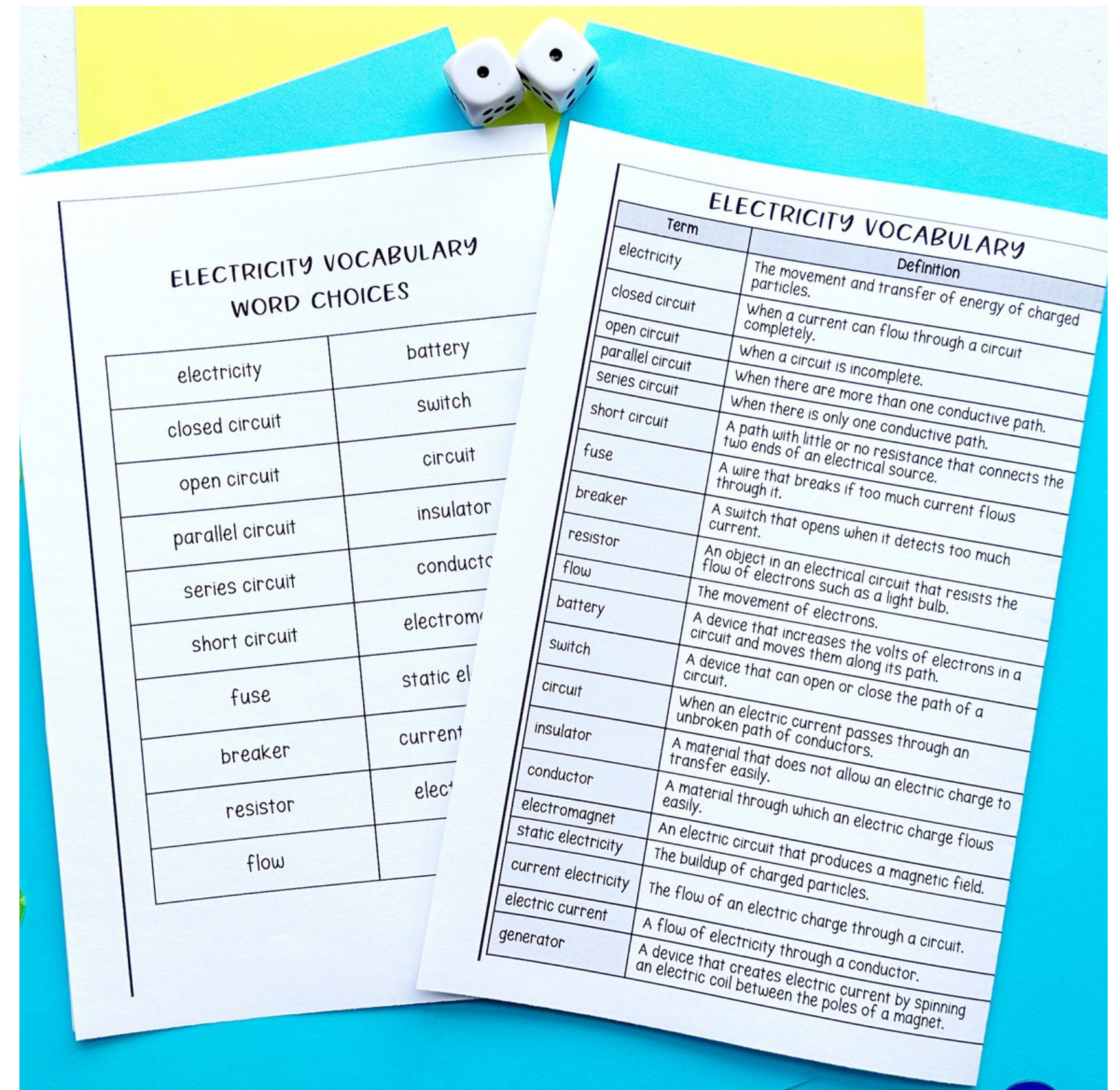
- SUBSTITUTES
- REVIEW & PRACTICE
- PARTNER WORK
- EARLY FINISHERS
- COOPERATIVE LEARNING
- WHOLE GROUP ACTIVITIES

**WITHOUT HAVING TO
SACRIFICE YOUR LESSON PLANS**

VOCABULARY

Terms Included:

- ELECTRICITY
- CLOSED CIRCUIT
- OPEN CIRCUIT
- PARALLEL CIRCUIT
- SERIES CIRCUIT
- SHORT CIRCUIT
- FUSE
- BREAKER
- RESISTOR
- FLOW
- BATTERY
- SWITCH
- CIRCUIT
- INSULATOR
- CONDUCTOR
- ELECTROMAGNET
- STATIC ELECTRICITY
- CURRENT ELECTRICITY
- ELECTRIC CURRENT
- GENERATOR



SAVE TIME PLANNING
WITH DETAILED ACTIVITIES

ADDITIONAL INFO

ELECTRICITY

TERM BUZZING

Directions: Each player uses a different color counter. Take turns rolling the dice and adding the numbers together to get a final number. Then check the table below to see what term matches your number. You will then find the definition to your term on the board to the right and cover it with your counter. The first player to cover four in a row, column, or diagonally wins. The bees are free spaces.

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6	SERIES CIRCUIT
7	SHORT CIRCUIT
8	FUSE
9	BREAKER
10	RESISTOR
11	FLOW
12	BATTERY

TO HELP YOU SAVE INSTRUCTION TIME, THE GAMES ARE REPEATED IN OTHER VERSIONS SO THAT YOU DON'T HAVE TO TEACH THE STUDENTS HOW TO PLAY THE GAMES EACH TIME. THE ONLY THING DIFFERENT IS THE TERMS!

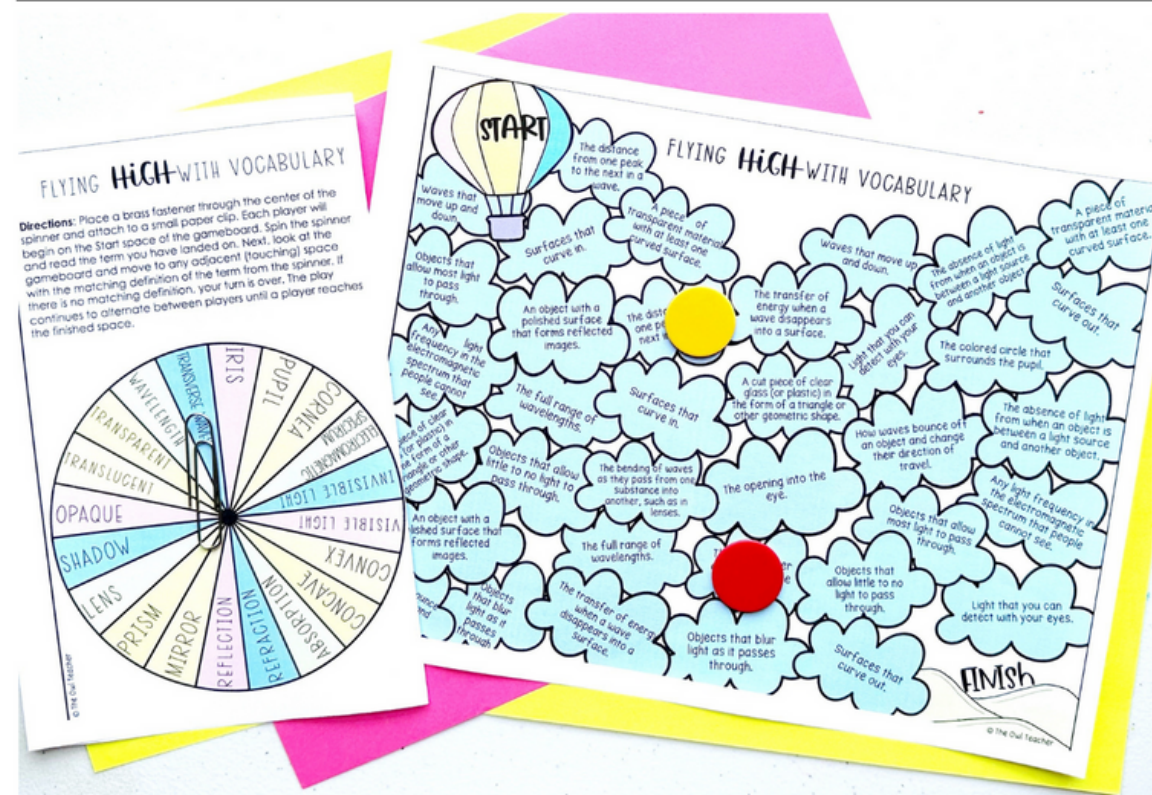
PERFECT FOR SCIENCE CENTERS!

10 VOCABULARY GAMES

BEST PRACTICES & RESEARCH BASED RESOURCES

EXPLORE THESE RELATED ITEMS

LIGHT ENERGY



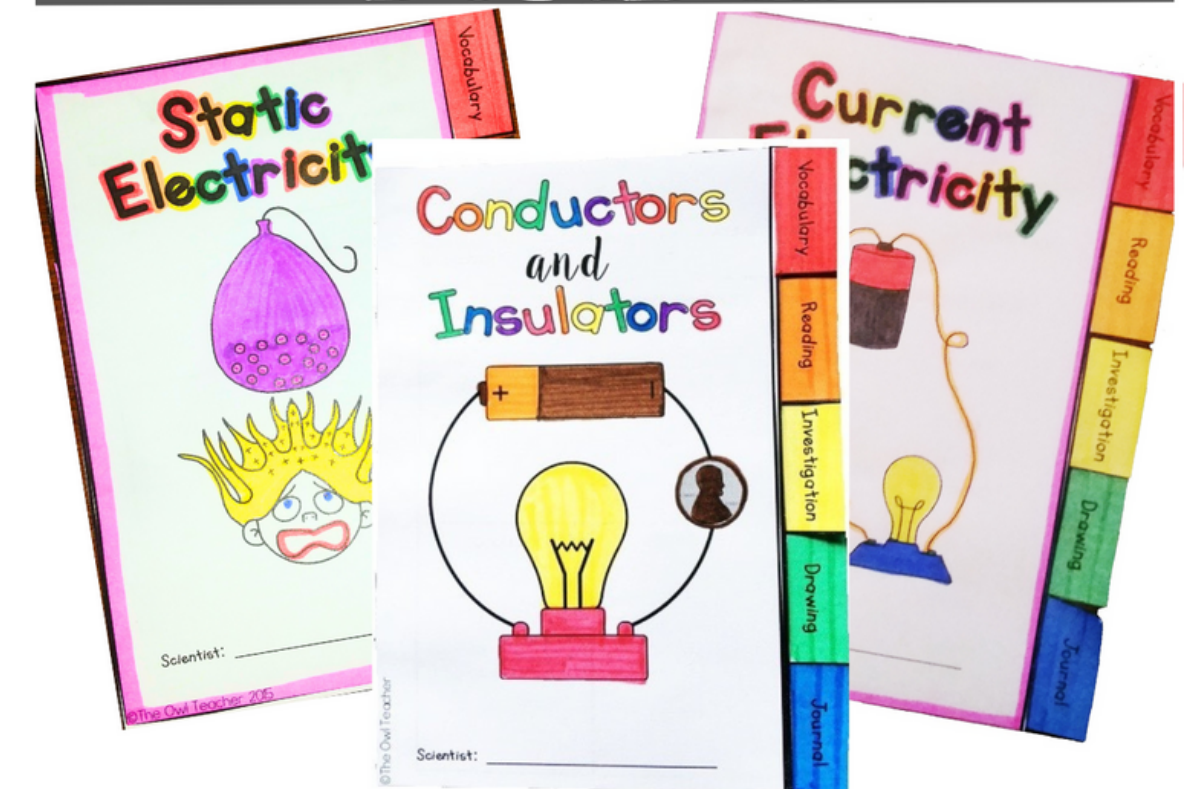
10 VOCABULARY GAMES

EXPLORING ELECTRICITY



SCIENCE INVESTIGATIONS

ELECTRICITY BUNDLE



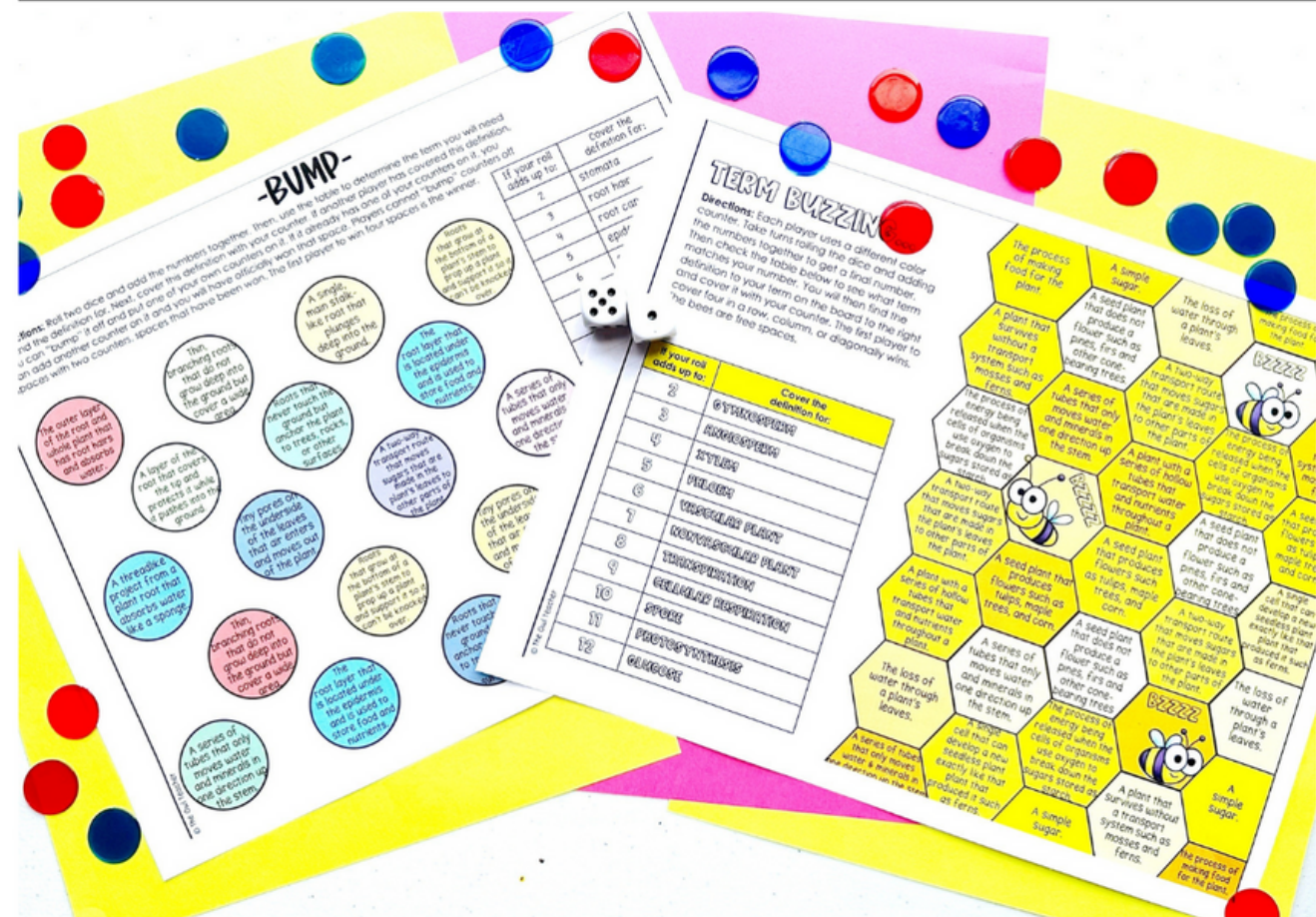
INVESTIGATION BOOKLET ACTIVITY

CLICK ON THE IMAGE TO
CHECK THEM OUT!

SAVE MORE BY
BUYING THE BUNDLE!

Save 20% off or more!

SCIENCE VOCABULARY GAMES



MONEY SAVING BUNDLE

- PLANTS
- ECOSYSTEMS
- EARTH'S LANDFORMS
- ELECTRICITY
- ENERGY
- ROCKS AND MINERALS
- SOLAR SYSTEM
- WEATHER
- ANIMAL KINGDOM
- MOON
- FOSSILS & SOIL
- HUMAN BODY SYSTEMS
- EARTH'S CHANGES
- FORCE AND MOTION
- WATER CYCLE
- FOOD CHAINS
- ENVIRONMENTAL HEALTH
- OCEAN
- MATTER
- MIXTURES & SOLUTION
- LIFE CYCLES
- AND SO MUCH MORE!

40+ games!

**CLICK ON THE IMAGE
TO CHECK IT OUT!**



Take **BACK** YOUR
WEEKENDS without
SACRIFICING
high-quality
RESOURCES!

CLICK ADD TO YOUR CART
TO TAKE THOSE
WEEKENDS BACK!

