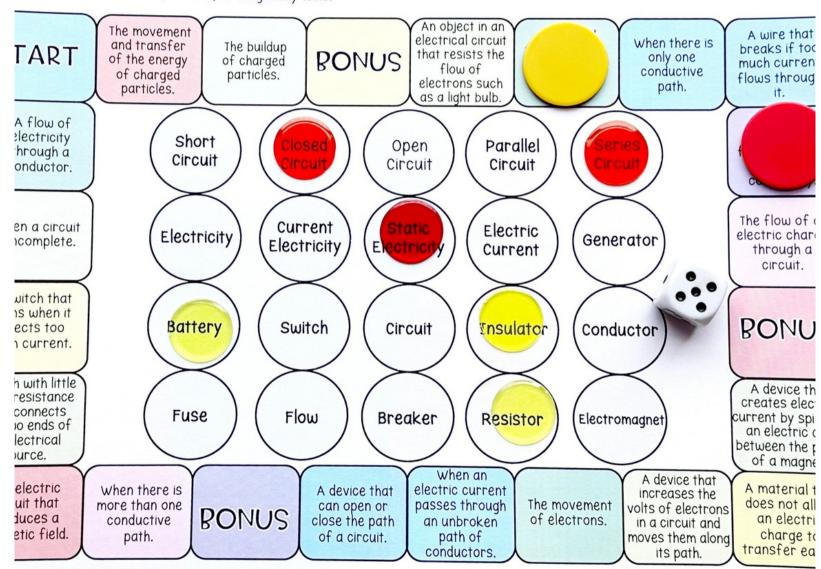
CONCEPTS COVERED

FOUR IN A ROW

ections: Each player uses a different color counter. Take turns rolling the die. When you land on a space, read the definition and ver the matching term in the center of the board. If you land on a Bonus space, cover a circle of your choice. The first player to ver four terms in a row, column, or diagonally wins.



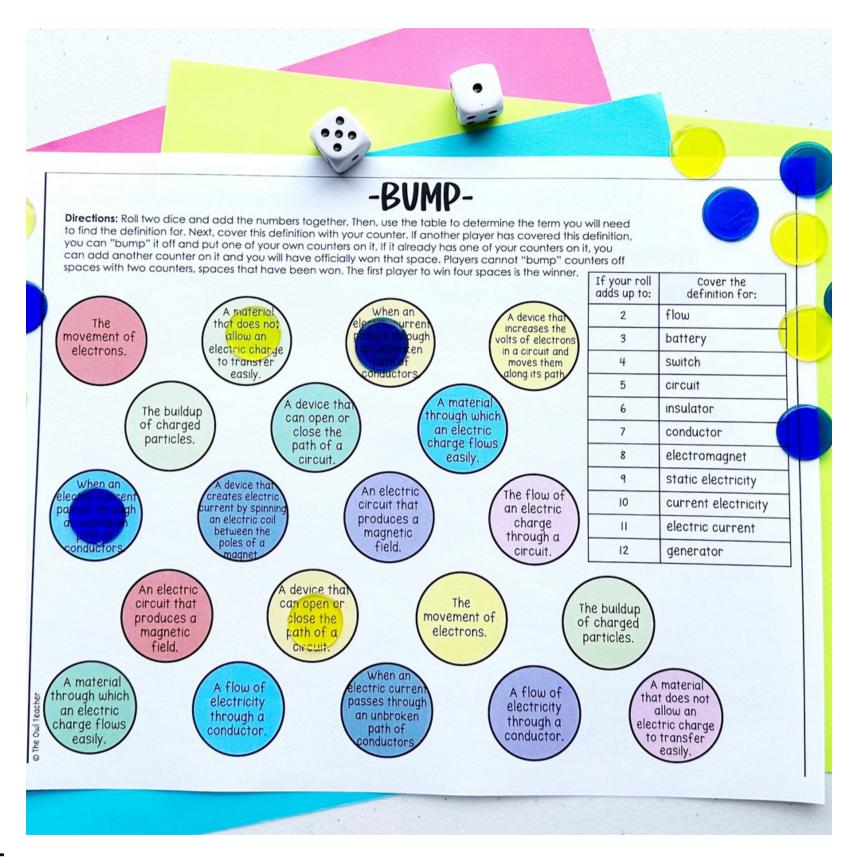
- VOCABULARY CONCEPTS RELATED TO ELECTRICITY (SEE PAGE 5 FOR LIST OF TERMS)
- REINFORCEMENT OF SUBJECT SPECIFIC TERMS
 AND CONCEPTS IN DIFFERENT CONTEXTS
- BUILDING OF A STRONG LANGUAGE FOUNDATION IN BOTH VOCABULARY AND SCIENCE
- PROBLEM SOLVING AND CRITICAL THINKING SKILLS
- COLLABORATION & COMMUNICATION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



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
	ф	OPEN CIRCUIT
	5	PARALLEL CIRCUIT
1	6	SERIES CIRCUIT
	7	SHORT CIRCUIT
	8	FUSE
	9	BREAKER
her	10	RESISTOR
Owl Teacher	N	FLOW
© The O	12	BATTERY

when there is only	A wire that	when a circuit is	when there
The movement one conductive	breaks if too	incomplete.	are more
and transfer of path.			than one
energy of A device that	much current	/ BZZZZ \	conductive
charged Adevice that	flows through	06666	
particles. Value of electrons	\ it. /	- 36	path.
Valla of Cast II of Is	\rightarrow		A path with
A pain with	when there		little or no
III III OI IIO	are more than		resistance that
1 Esistation tital	one		connects the
connects the	conductive	/	two ends of an
two ends of an An object in an		The movement	electrical
electrical electrical circuit	path. /	and transfer	\ source.
source. that resists the		of energy of	
flow of	when a	charged	A switch
when a electrons such		particles.	that opens
when a as a light bulb.	current can		when it
^ ^ \	flow through a		detects too
incomplete.	circuit	Luthon though	much
	completely.	when there is	current.
(90)0		only one	
	/ A device that \	conductive	An object in
when a	increases the	path.	an electrical
current can	volts of	\	circuit that resists the
(flow through a)	electrons in a	—	flow of
circuit (circuit and	Whoma	electrons such
completely. A that	moves them	current can	as a light
111	along its path.	flow through	bulb.
A path with		a concent	
little or no	/	Concord	A wire that
resistance that \ current.	when there ar	e completely.	breaks if too
connects the two	more than one		much
ands of an	conductive	BZZZZ	current
electrical A wire that	path.	66666	flows
source. breaks 11 00	pari.	9.	through it.
A device that much current		V V	<u></u>
increases the flows through	An object in ar		V
volts of	electrical circu	iit\	The
	that resists th	e	movement
electrons in a	flow of		of
circuit and The movement	electrons suc	A switch that	
(IIIOVES IIIEIII)	as a light bulb	A Switch that	
Mond in balli		opens when i	
The of energy of	when there is	detects too	When a
movement of charged	only one	much current	circuit is
electrons. particles.	conductive pat	h.	incomplete.
		•	, monthicle.

- 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 FOR8

- 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

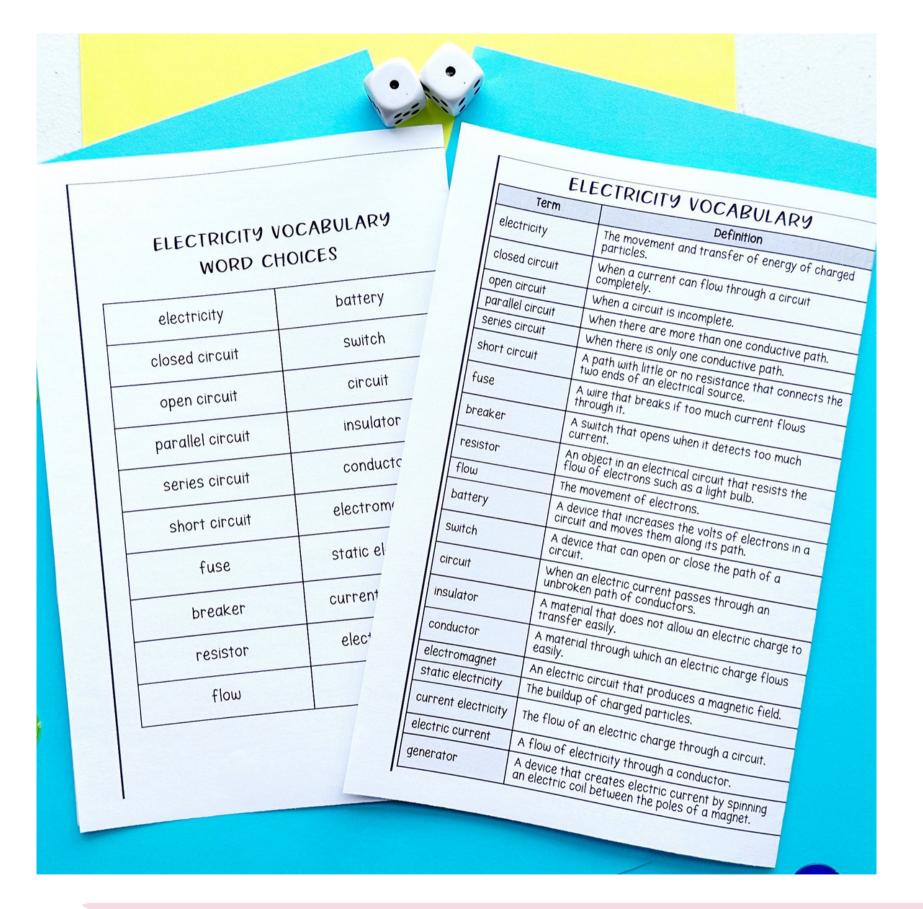
WITHOUT HAVING TO SACRIFICE YOUR LESSON PLANS

VOCABULARY

Terms Included:

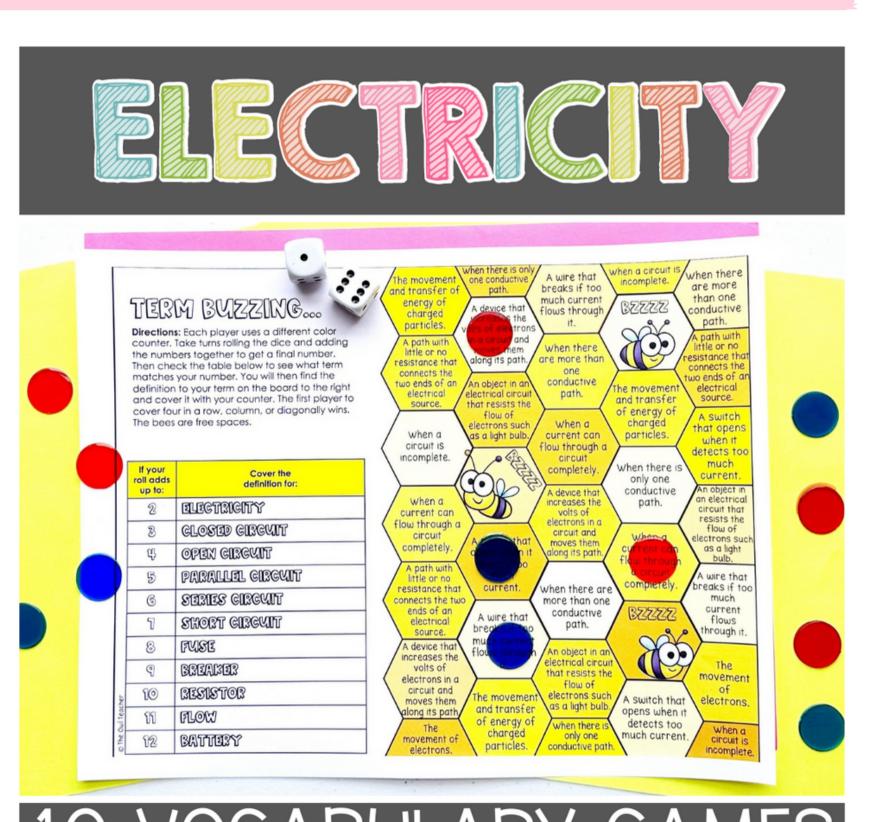
- ELECTRICITY
- CLOSED CIRCUIT
- OPEN CIRCUIT
- PARALLEL CIRCUIT
- SERIES CIRCUIT
- SHORT CIRCUIT
- FUSE
- BREAKER
- RESISTOR
- FLOW

- BATTERY
- SWITCH
- CIRCUIT
- INSULATOR
- CONDUCTOR
- ELECTROMAGNET
- STATIC ELECTRICITY
- CURRENT ELECTRICITY
- ELECTRIC CURRENT
- GENERATOR



SAVETIME PLANNING WITH DETAILED ACTIVITIES

ADDITIONAL INFO



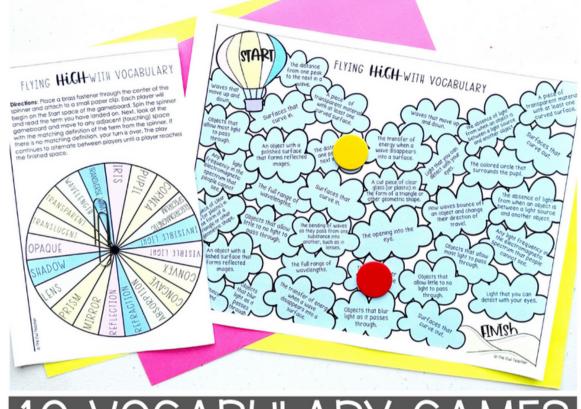
TO HELP YOU SAVE INSTRUCTION
TIME, THE GAMES ARE REPEATED IN
OTHER VERSIONS SO THAT YOU DON'T
HAVE TO TEACH THE STUDENTS HOW
TO PLAY THE GAMES EACH TIME. THE
ONLY THING DIFFERENT IS THE TERMS!

PERFECT FOR SCIENCE CENTERS!

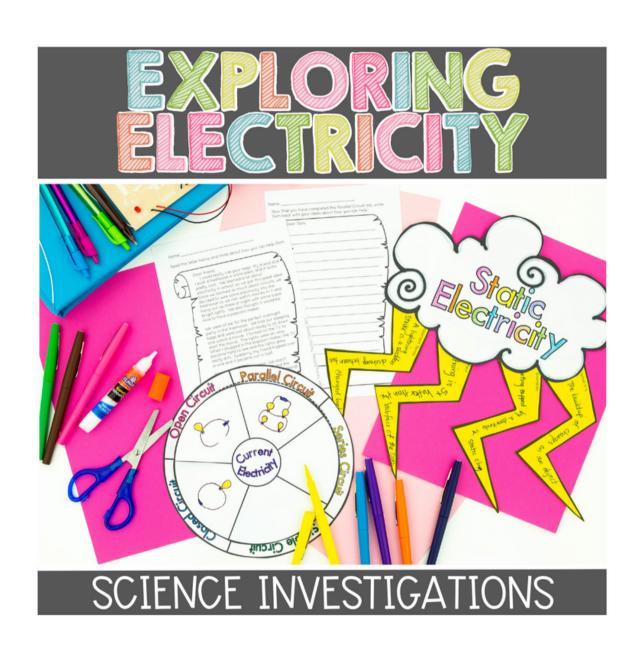
BEST PRACTICES & RESEARCH
BASED RESOURCES

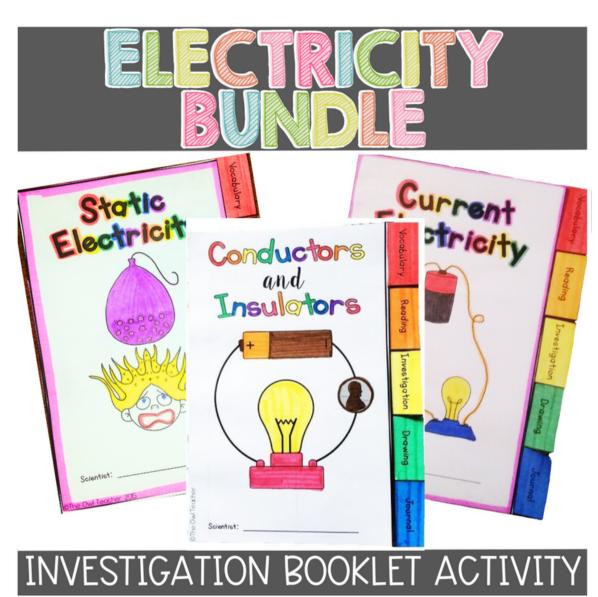
EXPLORE THESE RELATED ITEMS





10 VOCABULARY GAMES

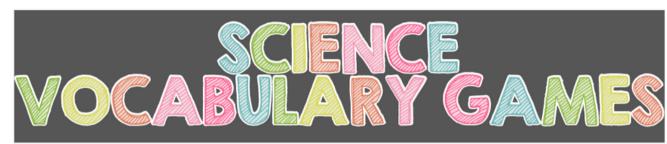




CLICK ON THE IMAGE TO CHECK THEM OUT!



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- 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!

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TO CHECK IT OUT!



Take BACK YOUR WEEKENDS without SACRIFICING high-quality RESOURCEST

CLICK ADD TO YOUR CART TO TAKE THOSE WEEKENDS BACK!