

- Step 1: Provide a description, explanation, or example of the new term.
Step 2: Ask students to restate the description, explanation, or example in their own words.
Step 3: Ask students to construct a picture, symbol. Or graphic representing the term or phrase.
Step 4: Engage students periodically in activities that help them add to their knowledge of the terms in their notebooks.
Step 5: Periodically ask students to discuss the terms with one another.
Step 6: Involve students periodically in games that allow them to play with terms.

Name of Strategy: What Is the Question? (Jeopardy)

Marzano Step- 6

Description: This game is modeled after the popular television show, Jeopardy! It requires a simple game matrix, which can be created on an overhead transparency or a white board, or as a slide using PowerPoint or other presentation software.

The game allows for two possible approaches – one that uses words in the cells of the game matrix and one that uses pictures.

When words are used, the teacher writes a term in each cell, then covers the cell with a sticky note or hides the term using software animation. As the teacher reveals each term, students indicate that they know the meaning by stating a question for which the term would be the answer.

The teacher decides whether a student's question represents an adequate understanding of the term. If a student's answer is not adequate, he or she may respond that the question doesn't adequately demonstrate an understanding of an important feature for that topic word.

It is important to also add a column that exists mainly for fun. Although the focus of this game is on terms important to academic content, including some general, fun items in the last column will help keep student's attention.

Playing the game with pictures instead of words requires more preparation because pictures must be found or created for each cell. This can be done with clip art, drawings, or with a combination of photos and drawings. As the teacher reveals each picture, students form a question that demonstrates they recognize the picture.

Materials Needed: Overhead transparencies; or White Board; or computer presentation software like PowerPoint.

Procedures/Directions: Prepare the game board matrix ahead of time and hide the cell contents as describe above.

Place the students in teams or pairs. Select, or let the students select, a team leader who will raise her hand and provide the answer that the teacher agrees upon. You need to decide whether to give each team a turn in sequence or to call on whichever team indicates they know the answer first. This latter approach can be fun and encourage friendly competition, but it is sometimes difficult to determine who raised their hand first.

If the team leader called upon provides the correct answer (i.e., question), that team gets the points. If the answer is incorrect, the team gets no points and another team gets a chance to provide an answer.

Time: Generally 20 to 30 minutes. It could take the whole period depending on the number of cells and number of possible point categories.

References- See pages 54-56 of *Building Academic Vocabulary*, Marzano, Robert J and Pickering, Debra J (2005). Alexandria, VA: ASCD publications; Pasco School District Web Site: Jeopardy1Template.