



### Relay Review

This lesson could be used in any curricular area. Divide pupils into evenly numbered teams. Each team has one Alphasmart or Dana. The team members sit one behind the other either at their desks or on the floor, so that they cannot see what is being typed in each file. The teacher asks the teams to list something they know about a concept or unit that has been taught. The idea is to have as many different facts as possible, so pupils should try to think of a variety of things they know. Pupil 1 types one fact in File 1 and then passes the Alphasmart or Dana to the next member of the team.

Pupil 2 can read the fact in File 1, and then opens File 2 to add a fact, etc. Team members may not type in another pupil's file, even if they recognise that a fact is false. Each pupil can only read the previous fact, and add one more -- they are not allowed to open any other files. This is not a race to type or input facts, but rather an opportunity to earn points by the amount of information a team knows.

There are two ways to score the relay. One, each team downloads their files to the teacher's computer sequentially into one file. The teacher can then score the results or display the work with a computer projection system. The other way is to have the teams pass their Alphasmarts to another team for scoring. The scoring team reads each file. If there are duplicate facts, they count only the first occurrence; if there is a wrong fact, the team loses 2 points. The scoring team must be able to verify whether a fact is true or not.

The winning team is the one with the highest number of points based on correct facts.

This activity is fun and offers the teacher an opportunity to discover how much the pupils really know about a subject. If there are facts that were not mentioned, or incorrect facts appear, the teacher has a quick way to identify what needs to be reviewed.