**College Knowledge Workshop Lesson Plan: Heads Up – College Vocabulary**

Subject:

College Knowledge

Target audience:

10th-12th graders

Duration:

20min- 45min.

Overview

Students will review college-knowledge vocabulary by participating in a competitive game.

**recommended Prior KNOWLEDGE:**

Basic knowledge about university admission requirements, financial aid, scholarships, and the college-going process

**Materials:**

* 1 set of Heads-up college vocab cards
* Heads-up college vocabulary hand-outs (1 per student)

|  | Facilitator Guide |
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| Objectives | Students will review college-themed vocabulary related to: admission requirements, college application process, financial literacy topics, AZ university school trivia, & common college terminology, etc. |
| Activity instructions/*facilitator notes* | 1. *Divide the participants into at least two teams.*

*\* Game works well with no more than 8 players per team. More than two teams will require additional sets of college vocab cards. One set of cards is needed for every pair of teams.* |
| 1. *Share the lesson objectives and game instructions with students.*
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| 1. One member from first team selects a set of cards by choosing a category. This team member stands/sits facing both teams.

*(This team member will be referred to as* ***Player #1*** *in these instructions).*  |
| 1. **Player #1** places one card at a time on his/her forehead with the vocabulary word facing his/her team.

*\*1-minute timer starts. It is helpful to have the opposing team keep the time, and announce when time is up.*  |
| 1. **Player #1’s** team gives the player clues to help his/her guess the word that is on the card.Each correct guess by **Player #1** earns his/her team 1 point.

*\* Various rules can be applied here. The facilitator may choose to allow verbal clues, sounds/noises, and/or clues that are acted out.*  |
| 1. **Player #1** has one minute to go through all the cards in that set. **Player #1** and his/her team may *pass* cards if they do not know how to describe and/or guess the word. Player may go back to words that were “passed” if there is time remaining in the round. If **Player #1** answers all the cards in that set/category correctly within the minute, then the team earns 5 extra points. These points cannot be earned if the team has unanswered cards (including those that team may have “passed”).
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| 1. After one minute and/or **Player #1** has gone through the full set of cards he/she selected, then the opposing team will go through steps #3-#6.

*\* Teams rotate so that each participant should have an opportunity to guess answers.* |
| 1. The team with the most points wins! At this time the facilitator provides student with the vocabulary sheet and reviews terms, as needed.
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