

UNIT 2 - BASIC PRINCIPLES OF BODY CHEMISTRY

ACTIVITY - Chemistry Password

This activity can be used to teach, review or practice the terminology used for this unit.

Preparation:

1. Select 10-12 vocabulary or terminology words from this unit.
2. Set up the game cards using the format on the following page or have the students design the game cards in class while you dictate the word and the definition. The students will then tear the vocabulary/terminology into their own cards.

How to Play:

1. Divide the class into 6 even numbered teams.
2. Have the opposing teams face each other by placing their desks facing each other:
team 1 vs team 2
team 3 vs team 4
team 5 vs team 6
3. Handout the vocabulary/terminology cards to teams 1, 3 and 5. Each person on teams 1, 3 and 5 should have one deck of cards. If you had 5 students on each team then you would hand out 5 decks of cards to each person on team one and so on.
4. Teams 2, 4 and 6 will share the cards with their opposing teams.
5. Each member of teams 1, 3 and 5 shuffle their own decks and deals half of the cards to their opponent and they keep half.
6. Everyone has 1-2 minutes (you determine the time) to study the cards dealt to them.
7. After time has been called, the opponents switch cards with each other.
8. Each person takes turns asking their opponents either the definition of the word term or gives them the definition and asks for the word.
9. If a correct response is given then the person who answered correctly gets the card. If the response is incorrect then the opponent gets to keep the card.
10. Regardless of who earns the card the two teams take turns asking the questions back and forth.

11. Play continues until all the cards have been asked.
12. The teacher then asks who in each team won their round. Winner is determined by who has the most cards. If there is a tie no winner is declared. One point per team member is earned for winning the round.
13. After round one, teams 2, 4 and 6 rotate one chair forward so that they face a new opponent.

Play continues - team members from teams 1, 3 and 5 shuffle and deal out their cards to their new opponents play will repeat as in round one.

14. Repeat until everyone in teams 1, 3 and 5 have played their opponents in teams 2, 4 and 6.
15. Winner is determined by the highest score.
16. Closure for this activity can be done by giving a quiz to check for understanding or mastery.

Word/term Definition	Word/term Definition
Word/term Definition	Word/term Definition
Word/term Definition	Word/term Definition
Word/term Definition	Word/term Definition
Word/term Definition	Word/term Definition
Word/term Definition	Word/term Definition
Word/term Definition	Word/term Definition