



Hurricane Quiz

As used by

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Description:

Hurricane is a quiz that students create at the end of a unit of work that allows them to review and consolidate knowledge gained through the unit.

How could I use it?

- ★ To review knowledge gained in a unit, topic or task.
- ★ To enable students to share and increase their knowledge of set topics.
- ★ To revise a topic that will be tested.

Why should I use it?

- ★ Because it increases student engagement by increasing the enjoyment, fun and competitive element in a non-threatening way.

When should I use it?

- ★ At the end of a unit of work, topic or task:

- the quiz can also be organised in rounds
- teams can be given time to revise their understanding before the next round.

How do I use it?

- ★ The Hurricane Quiz board is made by the students and is a classic 'quiz' board with a series of envelopes that contain questions on the relevant topic(s).
- ★ At the conclusion of the unit or topic being studied, the students create questions to be used in the Hurricane Quiz. The students write questions that are relevant to the topic or unit. This can be done individually or in groups. Each student or group can be given different parts of the topic to write questions about.
- ★ The questions are pooled and then grouped into envelopes of five to ten questions. Amongst the questions there are a number of Hurricane cards which wipe out the

score that a team has earned up to that point in the game. Suggestion: If the game has ten rounds then there could be four Hurricane cards.

★ You could also add a variation with **wild cards** to double points or a double point round to be used in whichever round each group decides.

★ The game begins with the students forming teams of four to six students.

★ The first team chooses an envelope of questions and tries to answer each question. If the team who has chosen the envelope gets an answer wrong or doesn't know the answer then the next team may attempt the question. If that team also makes an error or doesn't know, then the next team attempts the question and so on. The point is awarded to the team that gives the correct answer.

★ When the first team has chosen an envelope and has attempted or answered all questions in their envelope, the second team chooses an envelope... and so on until all envelopes are finished. There should be three to four rounds of questions for each team.

★ When all of the envelopes are finished, the team with the highest points wins the game.

Where to next? A range of topics can be reviewed rather than just one.

Areas that need strengthening can be identified and groups or individuals redirected to pose questions in that area.