

Ten Sample Activities and Ten Sample Games to Develop IQ Skill 1 – Verbal Information & Alertness

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Description

Verbal information and alertness refers to your ability to recognize, understand, and recall verbal information. This is the foundation of your thinking ability. An added advantage is that the more you know, the easier it is to learn and understand still more. It is tested by answering questions such as: *Who was the third president of the United States?*

Personal and Family Activities

***1. Make it a Challenge for Each Family Member to Increase His or Her Verbal Information & Alertness During the Next Four Weeks**

Place the *Verbal Information & Alertness Power Poster* on your *Learning/Teaching Wall* as a reminder. Schedule one or more activities for your regular *Family Time* each week to increase each person's fund of information.

***2. Weekly Co-Planning Meetings**

Use your *weekly co-planning time* with each member of the family to discuss what he or she has learned during the last week. Share some of the things you have learned. Explore his or her hobbies and interests. Decide together on ways to pursue those interests further, and schedule them on the calendar.

***3. Post a Map of the World**

Place a large map of the world on a bulletin board. A good location would be within sight of where you regularly have breakfast or dinner. Include a supply of colored pins, yarn, and 3 x 5 cards. Each day, select a news article or two, discuss them, cut them out, and then place them to the side of the map. Connect the articles to the geographical locations they refer to with colored yarn. Make it a habit, and watch each person's fund of information grow. Vocabulary words and their definitions related to the news articles could also be written on cards and kept next to the articles. Also use the map when discussing your child's history assignments. Another idea is to keep a bookmark in the W volume of your encyclopedia where a map of the world is located. You can get a variety of free printable maps at http://english.freemap.jp/world_paint/world_paint.html. Another great map web site is the *Houghton Mifflin Education Place* at <http://www.eduplace.com/ss/maps/>.

4. Put up a History Timeline

Draw a history time line at the top of a bulletin board. As your child is studying history at school place historical events as they come up. For a variety of timelines covering different periods in world history, go to *Timelines of History* at: <http://timelines.ws/>. For American history timelines, go to *American History Timeline 1780 – 2005* at: <http://www.animatedatlas.com/timeline.html>. For a great site on World history that also contains detailed timelines, go to: http://www.hyperhistory.com/online_n2/History_n2/a.html.

***5. Learn and Discuss Interesting Topics**

You might want to include learning about a new and interesting topic each week during your regular *Family Activity Time*. As a family, go through your set of encyclopedias or search online for topics you want to learn more about. You could pair up family members and make assignments to research a topic and teach it to the rest of the family, including preparing visual aids and charts.

6. Enjoy Dinner Table Discussions

Make it a habit to discuss topics of interest at the dinner table. Each person could have the responsibility to bring up one topic.

7. Encourage Questions and Write Them Down as They Come Up

Questions show a need and readiness to learn, and are valuable opportunities. Make it a habit to look up questions and items of interest in your set of encyclopedias or by your favorite research methods. Model doing it yourself, and encourage your children to do the same. Did you see a movie about an historical person, like George Washington? Find out more about him. Just finished seeing the weather report? Find out how they predict weather. A news article refers to Finland? Find out where Finland is and what it's like to live there. Many opportunities will come up as you are reading a book, having a discussion, or trying to accomplish some project. Use your encyclopedias or do online research often. Use your *Learning Success Idea Journal* to write questions that come up so they won't be forgotten. Questions are too valuable to risk forgetting

them. At the end of each week, quiz yourself to see if you can remember the answers to your most important questions.

8. Establish the Look-It-Up Habit

It is vital to develop the habit of looking up information as questions or needs arise. Consider questions as gold to be cashed in as you explore their answers. Imagine how your fund of usable information will grow year after year if you and your family members develop this key habit.

9. Set up a Question and Answer Bulletin Board

Set up a small bulletin board for questions or things that anyone in the family wonders about. When the answer or information is found, put it on the board and talk about it. Praise each person who puts a question or answer there.

10. Schedule Question and Answer Nights

Set time aside one night a month to gather as a family to ask questions and discuss answers. Any questions are encouraged as long as the person is interested enough to ask them. Use your encyclopedia, appropriate books, or web searches as a resource. You might even call someone on the phone to help answer a question. It is a good way to learn how to get information and answers to questions. Later, trips to the library could help answer questions in more detail or depth.

52. INFO-GRAB

Players each write 25 or more famous names of people, characters, animals, events, bits of information, or dates on small slips of paper. The slips of paper are folded and placed in a paper bag. Players are divided into two teams. Teams take turns trying to identify as many of the slips as they can in one minute. A member of the playing team takes one slip at a time from the bag and gives his or her team clues until they guess the right answer. That slip is set aside to tally at the end of the game. At any time, the clue giver can give up on a slip and select another. The same person keeps drawing slips and giving clues until time is called. The teams then reverse roles. While one team is playing, the other team times them and makes sure the rules are followed. Team members take turns being the clue giver. The game ends when all the slips are guessed, time is called, or each team has had a pre-determined number of turns. Team with the highest number of correctly identified slips wins.

53. TIMED FLASH CARDS

Make or buy flash cards containing the facts you want memorized. Use your child's schoolbooks, an encyclopedia, or one of the dictionaries of cultural literacy now available. You could also prepare cards on the information your child will need for an upcoming test. For each card, write a question on one side, and the answer on the other side. Schedule a regular time each day to go through the flash cards. Each time a player gets a question right, place the card in a separate learned pile. When he or she misses, identify the correct answer, and then place the card back somewhere in the playing deck so it will come up again. Continue until all cards, including cards that were missed previously, are correctly answered. How much time did it take? Write it down. See if the cards can be successfully gone through in a shorter time tomorrow. Do this until the whole deck can be answered correctly without a single miss. Celebrate the accomplishment. Prepare a new

deck, but keep the old deck to review occasionally. For best results, have a regular time for this activity, like right after dinner or just before breakfast.

54. FLASH CARD TURNOVER

Each player is given ten flash cards, each with a question on one side and the answer on the back. Cards should be prepared according to the current learning needs of each player. Players may study their cards for a few minutes before the start of the game. Each player places his cards with question side up in a horizontal row in front of him. On a turn, a player rolls two dice and may either add or subtract the two numbers. This indicates the card he may try to answer and turn over. For example, if a 2 and a 3 are rolled, a player could try to answer either the #5 (2+3) or the #1 (3-2) question. If the question is answered correctly, the card is turned over with the answer face up. If incorrect, player reviews answer and then places card back so only the question shows. He may get a chance on that question again on a later roll of the dice. First player to turn over all of his or her cards wins the game.

55. INFORMATION CARD CAPTURE

Prepare a deck of cards with questions on one side and the answer on the other. Shuffle the cards, and deal twenty to each player. One player attacks while the other player defends. The defending player shows his cards (question side showing) one at a time. If the attacking person answers the question correctly, he captures the card and adds it to his pile. The card should be placed at the top of his deck so it will come up first when it is his turn to defend. This creates the repetitions needed for *over-learning* or *mastery*. If the answer is not known, player realizes it will come up again soon, so the answer when revealed lingers in his mind. A player continues capturing cards until he makes a mistake. When this happens, the other player becomes the attacker and gets his chance to capture cards. Cards are captured back and forth until one player winds up with all the cards, or has the most cards when time is called. Differences in ages or ability could be evened up by having the player with the higher ability limited to winning only a certain number of cards on any one turn. Select information from what your child needs to memorize for his or her next social studies or science test, or perhaps what was missed on the last test. What would be interesting or important for members of the family to learn? You could also prepare question cards from an article in your encyclopedia. Add to your cards over the coming weeks and months.

The following is a set to get you started: states and their capitals. Support the game occasionally with reading about the states and their capitals in your encyclopedia. Combine this game with a United States puzzle to do as a family to get a good frame of reference. Talk about places you have visited or would like to visit.

Alabama (Montgomery)
Alaska (Juneau)
Arizona (Phoenix)
Arkansas ((Little Rock)
California (Sacramento)
Colorado (Denver)
Connecticut (Hartford)
Delaware (Dover)
Florida (Tallahassee)
George (Atlanta)

Hawaii (Honolulu)
Idaho (Boise)
Illinois (Springfield)
Indiana (Indianapolis)
Iowa (Des Moines)
Kansas (Topeka)
Kentucky (Frankfort)
Louisiana (Baton Rouge)
Maine (Augusta)
Maryland (Annapolis)

Massachusetts (Boston)
Michigan (Lansing)
Minnesota (Saint Paul)
Mississippi (Jackson)
Missouri (Jefferson City)
Montana (Helena)
Nebraska (Lincoln)
Nevada (Carson City)
New Hampshire (Concord)
New Jersey (Trenton)

New Mexico (Santa Fe)
New York (Albany)
North Carolina (Raleigh)
North Dakota (Bismarck)
Ohio (Columbus)
Oklahoma (Oklahoma City)
Oregon (Salem)

Pennsylvania (Harrisburg)
Rhode Island (Providence)
South Carolina (Columbia)
South Dakota (Pierre)
Tennessee (Nashville)
Texas (Austin)
Utah (Salt Lake City)

Vermont (Montpelier)
Virginia (Richmond)
Washington (Olympia)
West Virginia (Charleston)
Wisconsin (Madison)
Wyoming (Cheyenne)

56. TIME HIT

Prepare several dozen cards. Write an event like landing of Pilgrims at Plymouth Rock, start of Civil War, Louisiana Purchase on one side of card, the year on the other. Shuffle and place cards event side up. The event on top is read and players say a year they think is right for the event. The card is turned over and player who says the right year first, or whose guess is closest, wins the card. If two or more players come up with the same winning year at the same time, the card is placed to the side. The first of those players to win a new card wins the previously tied one. Player winning the most cards wins the game. Game may also be played with date side up and players naming event. The following are some events and dates to get you started. The usual way of getting events, though, should involve looking them up in an encyclopedia, textbook or on-line, talking about them, and then preparing the cards.

Jamestown Established (1607)
Pilgrims Land at Plymouth (1620)
Dutch Establish New Netherlands (1624)
Puritans Arrive Massachusetts (1628)
Lord Baltimore Founds Maryland (1634)
Roger Williams Founds Rhode Island (1636)
English Capture New Amsterdam (1664)
William Penn Founds Pennsylvania (1681)
French & Indian War Starts (1754)
French & Indian War Ends (1763)
British Enact Sugar Act (1764)
British Enact Stamp Act (1765)
British Enact Townshend Act (1767)
Boston Massacre (1770)
Committees of Correspondence (1772)
Boston Tea Party (1773)
"Intolerable Acts" (1774)
Minutemen fight at Lexington (1775)
Declaration of Independence (1776)
John Paul Jones defeats "Serapis" (1779)
Cornwallis surrenders at Yorktown (1781)
Constitution ratified (1788)
George Washington becomes first President (1789)
John Adams becomes second President (1797)
Thomas Jefferson becomes President (1801)

Importation of slaves prohibited (1808)
War of 1812 (1812)

57. SOCIAL STUDIES & SCIENCE ABC'S

Players first write all letters of the alphabet except X and Z down the left hand side of their papers. Leader identifies a social studies or science category, such as famous people in American history, famous events, or geographical locations (cities, rivers, national monuments, etc.), elements in the periodic table. Players have ten minutes to write a name for as many of the letters as possible. Player with the most complete list wins. The game could be played with teams and/or allowing use of reference books. The example below is for geographical names.

Alabama
Boston
Cuba
Denmark
Erie
France
Germany
Holland
Iceland
Japan
Kansas
Louisiana
Montana
Nevada
Ohio
Pennsylvania
Quebec
Rhode Island
Seattle
Tahoe
Utah
Vermont
Washington
Yugoslavia

58. MEMORY MATCH GAMES

Write a question on one card, and the answer on another card. Prepare 20 or more sets. You could use cards from other games in this section. Shuffle cards, and place face down spread out. Each player in turn is allowed to turn over two cards. If the cards match (question on one card fits the answer on the other), the player takes both cards, and gets another turn. If they don't match, the cards are placed back face down, and next player gets a turn. Player with the most cards when all cards are won wins the game. Other possibilities include matching famous dates with the name of the event, or famous people with their accomplishments.

59. INFORMATION SCAN

This game is for two or more players. You will need to prepare two identical sets of fact cards. Keep in separate decks. Shuffle both decks, and then place the cards from one of the decks answer side up in rows so they may be seen and reached by all players. Leader shuffles the other deck, and then reads one of the questions. Players race to be first to touch the correct answer card. A player may only touch one answer card on a play. If he touches the wrong one, he may not then try to touch the right one. First player to touch the right answer card wins the question card just read. The answer card should be left on the table. If no one touches the correct card, the leader identifies it, and the question card is put back in the question deck to come up later. Leader reads a new question, and the game continues. Player winning the most cards wins.

60. CHAIN REACTION

Choose a category to start the game, such as famous people, events, geographical places, animals. First player writes a name. Next player writes another name, but it has to start with the last letter of the previous name. See how far it can go. Any player not able to come up with a new name on his or her turn is out of the game. The game could also be played with each player or team trying to make as long a string of names as possible, and is allowed to try new attempts within a certain time limit.

Example: category is famous people (last names or first and last names may be used). Washington - Newton - Nebuchadnezzar - Roger Williams - etc. Teams could be given 5 minutes to look through encyclopedias or textbooks before the game starts. Every 5 minutes thereafter, teams could be given 60 seconds to look through books again.

61. BIOGRAPHY RUMMY

Prepare sets of four identifying phrases for each of 13 famous people. The four phrases should be written on nametag stickers, and placed on regular playing cards having the same number or value. For example, the first identifying phrase for Norman Rockwell could be leading American illustrator (Ace of diamonds), born February 3, 1894 (Ace of Hearts), drew pictures of children, elderly people, and dogs in amusing situations (Ace of Spades), and many of his works appeared in the Saturday Evening Post (Ace of Clubs). Do the same for twelve other famous people. Shuffle the cards, and deal seven to each player. Remaining cards are placed face down in the center of the table. This pile

becomes the STOCK. The top card from the stock is turned face up and placed beside it. This starts the discard pile. The object of the game is to make books or sequences. BOOKS consist of three or more cards related to each other, such as aces or sevens. Three or more cards of the same suit in numerical order make a SEQUENCE, such as 3, 4, and 5 of diamonds or 9, 10, and Jack of Spades. Players take turns doing the following:

- Draws a card from the stock or any top cards from the discard pile. He can take as many from the top card down as he wishes, but must not leave any cards in between and must use the last card taken.
- Place any BOOKS or SEQUENCES in his hand on the table if he so desires.
- Ends his turn by placing one card from his hand face up on the discard pile.
- A player goes out when he uses all of the cards in his hand. The player going out receives ten bonus points. All players then count their points for that deal. They do this by counting one point for each of their cards on the table that are in books or sequences, and subtracting from that any cards remaining in their hands. Play then resumes with a new deal. First player to score 100 points wins the game.