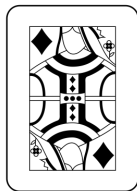


DECK
THE
HALLS!

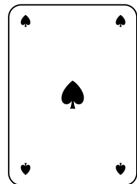


INTRODUCTIONS



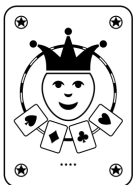
Jaycee Atkins

GEAR UP Idaho School Coordinator, Bonners Ferry High School



Jules Isaacs

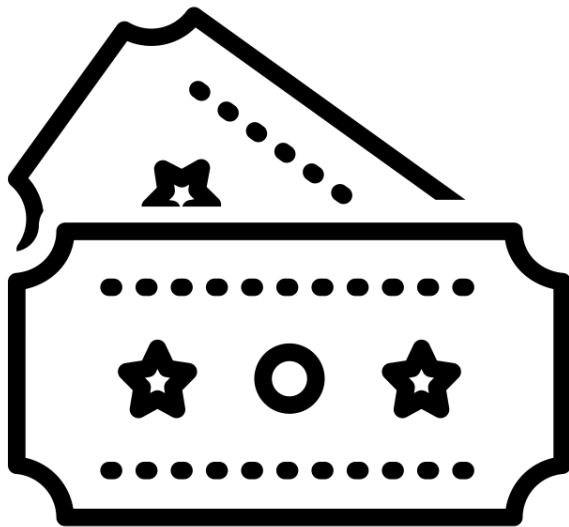
GEAR UP Idaho School Coordinator, Canyon Ridge High School



Jacque Deahl

GEAR UP Idaho, Project Director

RAFFLE TICKETS



We have prizes!

GAME TIME!



Similar to Mad Gab, COLLEGE SCHMOLLEGE forces students to think about and recall college & career vocabulary by sounding out words. Plus, it is really fun!

THE RULES

- 1) Divide into 2 groups
- 2) Assign 1 person to start with the cards
- 3) This person will read the words on the cards to the person on their left.
- 4) Once the person on the left has guessed the correct term they will take the deck of cards, put the top card on the back of the deck, and read the next card to the person on their left.
- 5) The team that gets through all of their cards first wins!

ABOUT GEAR UP IDAHO

- **Operates out of the Idaho State Department of Education**
- **Works with 24 school districts located across Idaho.**
- **GEAR UP Idaho School Coordinators:**
 - Are hired by the school district but are paid through GEAR UP funding.
 - Develop and carry out an annual program plan showing how they will meet the needs of students and the requirements and objectives of GEAR UP Idaho.
 - Are part of the school team on a daily basis.
 - Collaborate regularly with other GEAR UP Idaho School Coordinators.

ABOUT THE CARD DECKS

- **GU Idaho Collaboration**
 - Created for Middle School
 - Add to library each year
- **Requirements for decks:**
 - Must be able to be set up within seconds.
 - Directions must be easy enough to follow that students can play the games without additional instruction.
 - Can only require supplies that are readily available in each classroom (ie. timers, pens, pencils, etc).
- **Reduce the learning curve.**

ABOUT THE CARD DECKS

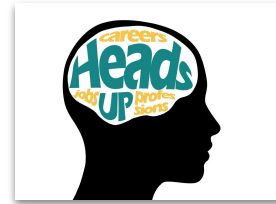
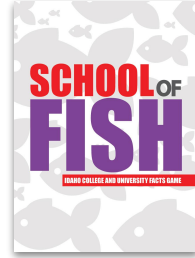
Intended to be used as a tool, not a curriculum, the card decks:

- Help students increase vocabulary and knowledge of key terms.
- Help students improve memory and knowledge retention.
- Help students apply knowledge of key terms, sometimes in abstract ways.
- Help students practice skills in a non-threatening environment.
- Help start conversations and encourage questions through prompts.
- Help encourage research and information-seeking processes.

WHY CARD DECKS?

- **Engaging and fun for students**
- **Useful in many different situations/challenges:**
 - Advisory Classes
 - Sub Lessons
 - Time Fillers (Travel to campus tours, waiting for the bus, etc)
 - Bell Ringers/Warm Ups
 - Energizers
 - Introductions to different topics
- **Can be used for different audiences:**
 - Students
 - Parents
 - Professional Development
 - Large Groups
 - Small Groups
- **Quick and portable:**
 - Can travel
 - No prep needed
 - No prior experience needed

MEET THE DECKS



MEET THE DECKS



Much like the game CHAMELEON. Students must use context clues to identify different careers. Also encourages research and information gathering.

Items required: dice

MEET THE DECKS



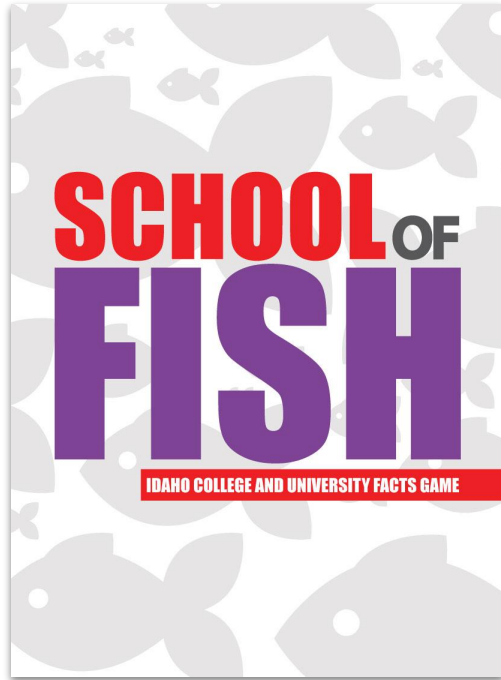
Students must quickly name 3 college & career related items in 5 seconds or less.

MEET THE DECKS



Just like the game
OUTBURST. Students
work in teams to
identify items on top
ten lists.

MEET THE DECKS



A simple game of GO FISH that helps students learn and compare key facts about local colleges and universities.

MEET THE DECKS



A fun analogy game that requires students to create abstract connections between a term and an object.

MEET THE DECKS



A mock interview practice game where students have to create a pitch around why they are the best candidate for a job.

Students also give and receive feedback to each other to help develop resume and interview skills.

MEET THE DECKS



Another mock job interview practice game where students have to show off their interviewing soft skills, while guessing what job they're even interviewing for. Once they guess the career, they get the job!

MEET THE DECKS



A WOULD YOU RATHER game. A great discussion starter for college fit or workplace value topics.

MEET THE DECKS



A physical vocabulary
game stolen directly
from GEAR UP
Washington's website!

Students are divided
into two teams where
they are given a
definition and have to
guess or find the
correct term.

MEET THE DECKS



Similar to SCATTERGORIES, Quick List requires students to dig deep into their college and career buckets.

Items required:
alphabet dice

MEET THE DECKS



As seen on the Ellen DeGeneres, this game has the same concept but students are provided with a career and others around them must give them clues without saying the actual career name on the card.

IT'S GAME TIME!

DESIGNING A GAME

- **Seek out inspiration.**
 - What information would your students benefit from?
 - Reinvent familiar games.
- **Start with the end in mind.**
 - What do you want students to get out of it?
 - How do you want to use it?
- **Deckify it! Ask Yourself:**
 - Does your concept require only minimal supplies?
 - Does your concept require more than one type of playing card?
 - Multiples of the same cards? (SCATTERGORIES)
 - Cards with different purposes? (POP INTERVIEW)
 - Are your instructions clear and easy to understand?
 - How can you adapt the game for different purposes? Different group sizes?

TRY YOUR "HAND"!

Work in groups to develop a game concept.

- **Start by discussing concepts or skills that you want to help your students master.**
- **Come up with ideas for gamifying that concept.**

TRY YOUR "HAND"!

On a paper write:

- Name of your game.
- The intent of your game
(What do you want students to learn/gain?)
- How will your game mechanics work?
- How could your game be modified/adapted?

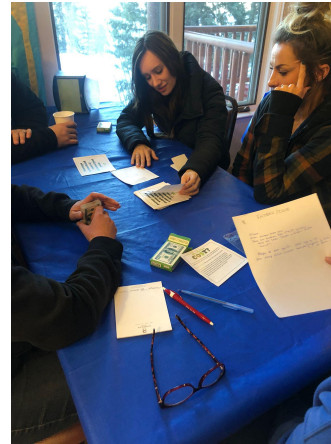
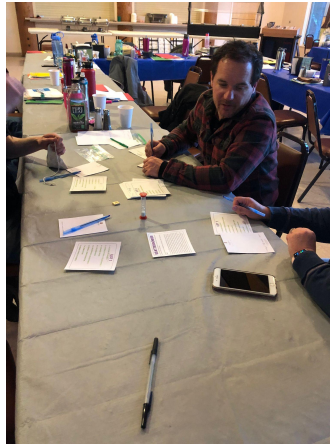
Remember!

- Must be quick to launch and easy to understand.
- Must be Deckify-able
- Must use limited supplies or equipment.

We will share out in 10 minutes!

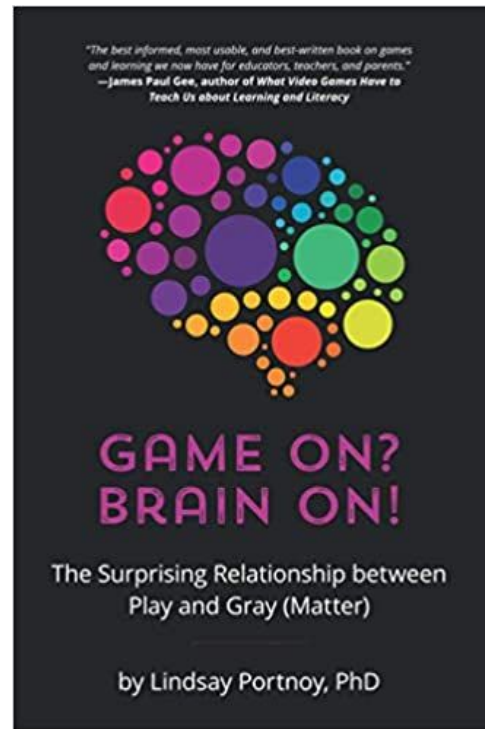
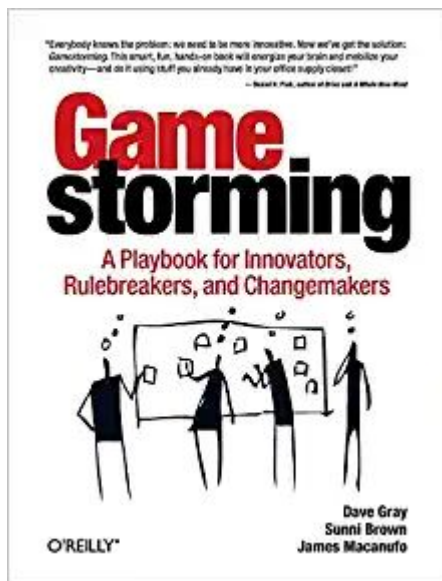
GAME RESOURCES

- Your Students!
- Bulk Printing : [MAKEPLAYINGCARDS.COM](https://makeplayingcards.com)
- Adobe Spark
- Good Old Fashioned PowerPoint!



GAME RESOURCES

- Collaborative Worksheet
- Printable Versions



RAFFLE TIME!

