Seven review games, no equipment — class card

For a class of 40, with the board and notebooks. The rule in every game: every student recalls the answer, most of the class gets it right, and no points go into marks.

Game	Rules	Fits · set-up
1. Two-minute brain dump · 10 min	Everyone writes what they remember about the title in two minutes, books closed. Compare with a neighbour, add in a different pen. A point per new correct item.	Facts, concepts · 20 pairs
2. Hot seat · 10 min	One student's back to the board, the term written behind them. Teammates give definitions or examples in seat order, never the word. A point for a guess within a minute.	Vocabulary, concepts · two teams
3. Row relay · 10–15 min	One sheet per line with three problems. Each student writes one step or a correction, then passes it back. A point per correct problem.	Procedures · 4 lines of 10
4. Teacher vs class · 5–10 min	A worked answer on the board with one mistake. 30 seconds to write the line number and the fix. Notebooks up together; more than half right = class point.	Procedures, common mistakes · solo
5. Stand if it's true · 5–10 min	A true or false statement. Five seconds of silence, then everyone who thinks it is true stands on the signal. One standing, one seated give reasons.	Concepts · solo
6. Numbered heads · 10–15 min	Groups of 4 by turning round, each with a number. A minute to agree. Call the number after the discussion; that student writes and holds up the answer.	Concepts, procedures · 10 groups
7. Points board · 20 min	Grid on the board: 4 lessons × 1, 2, 3 points. Everyone writes every answer. A seat number you call answers for the team on turn.	Whole unit · 4 teams

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