

Laura
Candler

Just Add Task Cards

ZOOM!



ZOOM!
Number of Players: 2 to 4

GO!
START
PIT PASS
Finish!
END

Go Back 3 Spaces
Move Ahead 3 Spaces
Take a Shortcut
Lose a Turn
Go Back 2 Spaces
Spin Again
Go Back 2 Spaces

ZOOM! Spinner

4
2
4
3
1
2

For game pawns, players spin the game spinner, record the highest number on the spinner, and place their game pawns on the board. The player who has the highest number on the spinner goes first. The player who has the correct answer to the task card moves their game pawns forward the number of spaces shown on the spinner. If they land on a spot with a task card, they must complete the task card before their turn ends. The player who has the correct answer to the task card shows their work and discusses their answer with the other players. The player who has the correct answer to the task card rotates to the person who has the highest number on the spinner for the next card, and the game continues. The first player to cross the finish line is the winner.

Leader

Learning Game for Any Subject Area



Zoom!

Task Cards Game

by Laura Candler



Zoom! is an exciting, race-themed game that can be used to review academic content or practice skills in any subject area. Just print and prepare the game materials once, and use them over and over throughout the year! To customize the game, just add your own task cards. This ready-to-use game can be used for whole group instruction, small group instruction, in cooperative learning teams, with partners, or in learning centers. Zoom! includes printable student directions, a race track game board, a game spinner, and Leader role cards. Black and white versions of these materials are also provided.

Materials Needed

- Zoom! directions
- Zoom! game board
- Zoom! spinner, pencil, and paper clip
- Leader role cards (optional)
- Set of task cards
- Colored game pawns
- Dry erase boards and markers

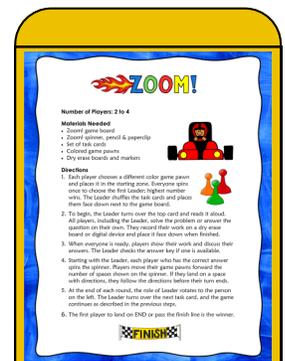
Game Piece Options: If you don't have colored game pawns, you can substitute other small colored objects such as plastic snap cubes, counting bears, or even buttons.

Advanced Preparation

For each Zoom! game, print one copy of the directions, one game board, and one spinner. If you decide to use the Leader role cards, you'll need one card per team. You'll also need a set of task cards that have the academic content or subject matter your students will practice. Cut the task cards apart and paper-clip them together, or store them in a small plastic bag labeled with topic. If possible, laminate all materials before use.

In addition, each team will need a pencil and a paper clip to use with the spinner pattern. Every player will also need a personal dry erase board with a marker for solving problems and recording answers. If you don't have dry erase boards, students can substitute paper and pencil or even electronic tablets with digital pens.

If you plan to use Zoom! in a learning center, you may want to create ready-to-use packets for storing the game materials. An easy way to do this is to glue the directions on a 9" x 12" envelope, and place the game board, task cards, spinner, paperclip, and game pawns inside.

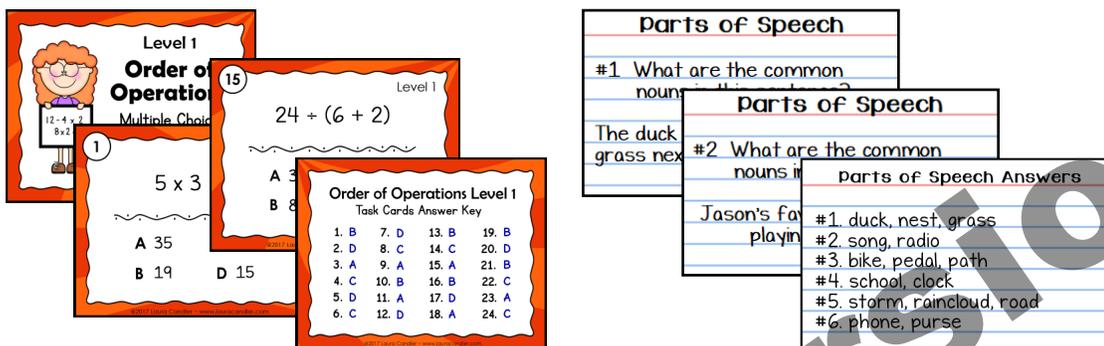


Obtaining Task Cards for Zoom!

Task cards are not included in this resource because Zoom! can be used in any subject area and at almost any grade level. Fortunately, there are thousands of ready-to-use task cards available online. Click over to the last page of this packet to see examples of task cards that would work well for this game.



If you can't find exactly what you need, you can make your own task cards using index cards. Number all cards sequentially, and write one problem or one question on each card. To create an answer key, number a separate index card and list all of the answers on that card.

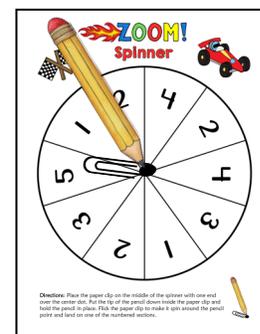


Boosting Achievement with Zoom!

Kids love Zoom! because it's exciting, and teachers appreciate the way the rules of the game foster engagement and boost achievement. Interaction and discussion are regulated to ensure that all students are actively involved and learning as they play. In step 2, players solve each problem on their own without talking. After they reveal their work in the next step, they are encouraged to discuss their responses to make sure everyone understands the answer. Because these rules are so important, it's best to introduce Zoom! in a whole group or in a small group setting where you can monitor these interactions before placing it in a learning center.

Introducing Zoom! to Your Class

1. Give each group one set of game materials. If necessary, demonstrate how to use the Zoom! spinner. Place a paper clip and the point of a pencil on the center dot, and flick the paper clip to make it spin.
2. Read the first step of the Zoom! game directions aloud. Give your students time to follow the directions and to choose their first Leader. If you've given them Leader role cards, demonstrate how to fold each role card in half to form a tent to be placed in front of each Leader. When the Leader role rotates at the end of each round of the game, the role card is passed to the new Leader.
3. Read the remaining directions aloud, one at a time. Stop after each step and provide time for your students to carry out the directions. In step 2, make sure they know that all players must solve the problem without talking, not just the Leader. In step 3, emphasize the importance of discussing the answer before moving to step 4. Students sometimes rush through the discussion in their eagerness to spin the spinner and move their game pawns.
4. While students are playing the game, walk around the room and observe them as they work. At first, you may need to remind your students about the rules for discussion, but most students grasp the importance of the discussion rules after they play a few rounds.



ZOOM!

Number of Players: 2 to 4

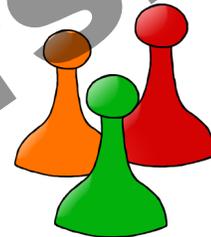
Materials Needed

- Zoom! game board
- Zoom! spinner, pencil, and paper clip
- Set of task cards
- Colored game pawns
- Dry erase boards and markers

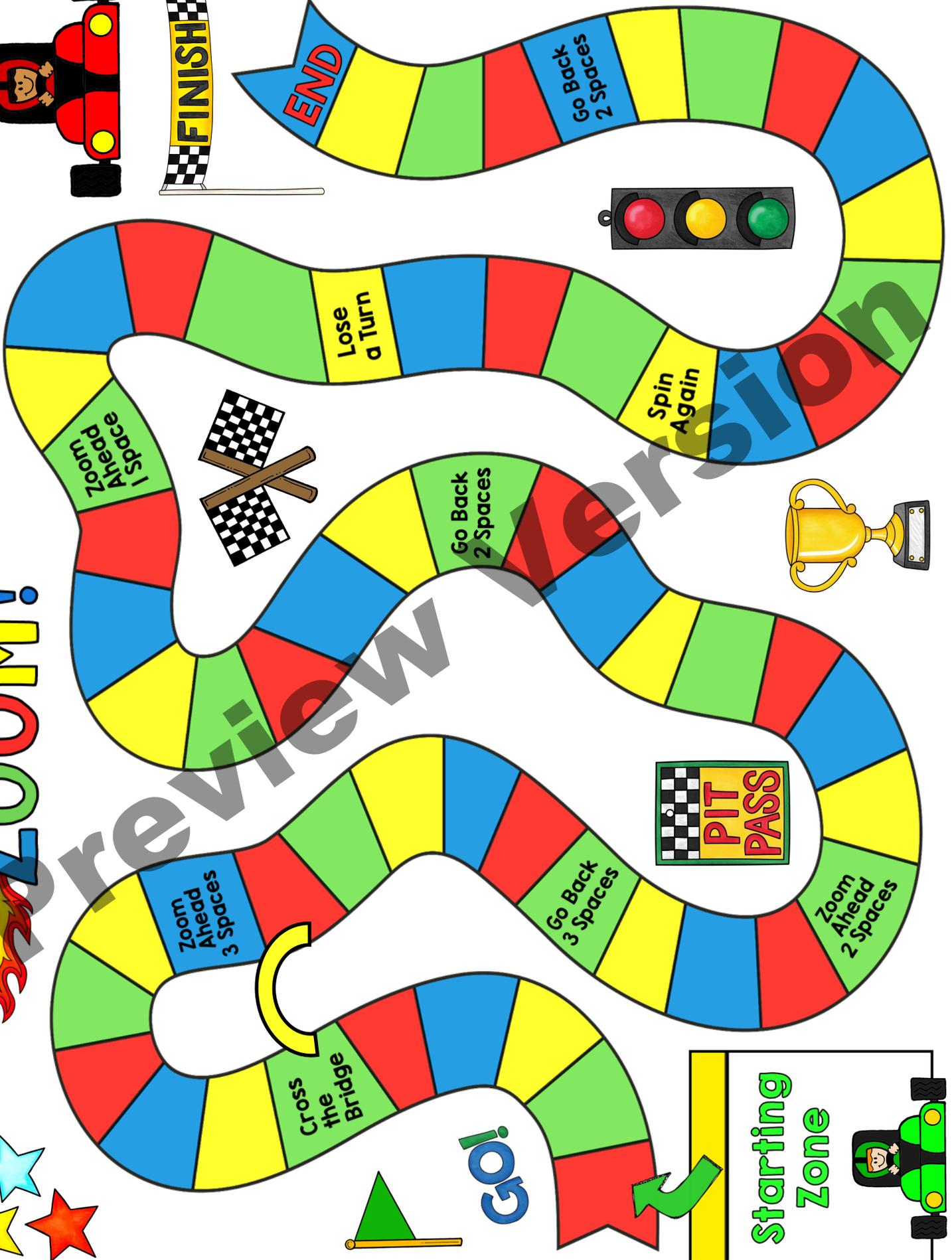
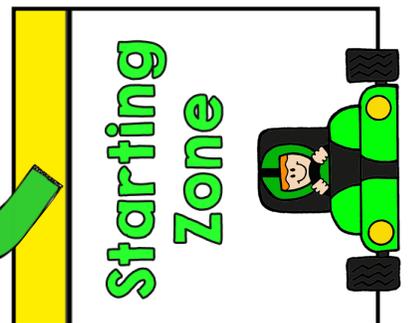
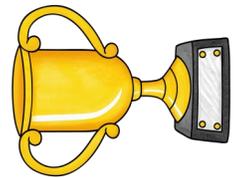
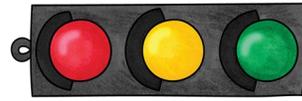
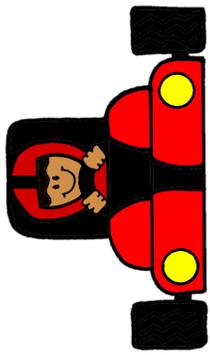


Directions

1. Each player chooses a different color game pawn and places it in the starting zone. Everyone spins once to choose the first Leader; highest number wins. The Leader shuffles the task cards and places them face down next to the game board.
2. To begin, the Leader turns over the top card and reads it aloud. All players, including the Leader, solve the problem or answer the question on their own. They record their work on a dry erase board or digital device and place it face down when finished.
3. When everyone is ready, players show their work and discuss their answers. The Leader checks the answer key if one is available.
4. Starting with the Leader, each player who has the correct answer spins the spinner. Players move their game pawns forward the number of spaces shown on the spinner. If they land on a space with directions, they follow the directions before their turn ends.
5. At the end of each round, the role of Leader rotates to the person on the left. The Leader turns over the next task card, and the game continues as described in the previous steps.
6. The first player to land on END or pass the finish line is the winner.

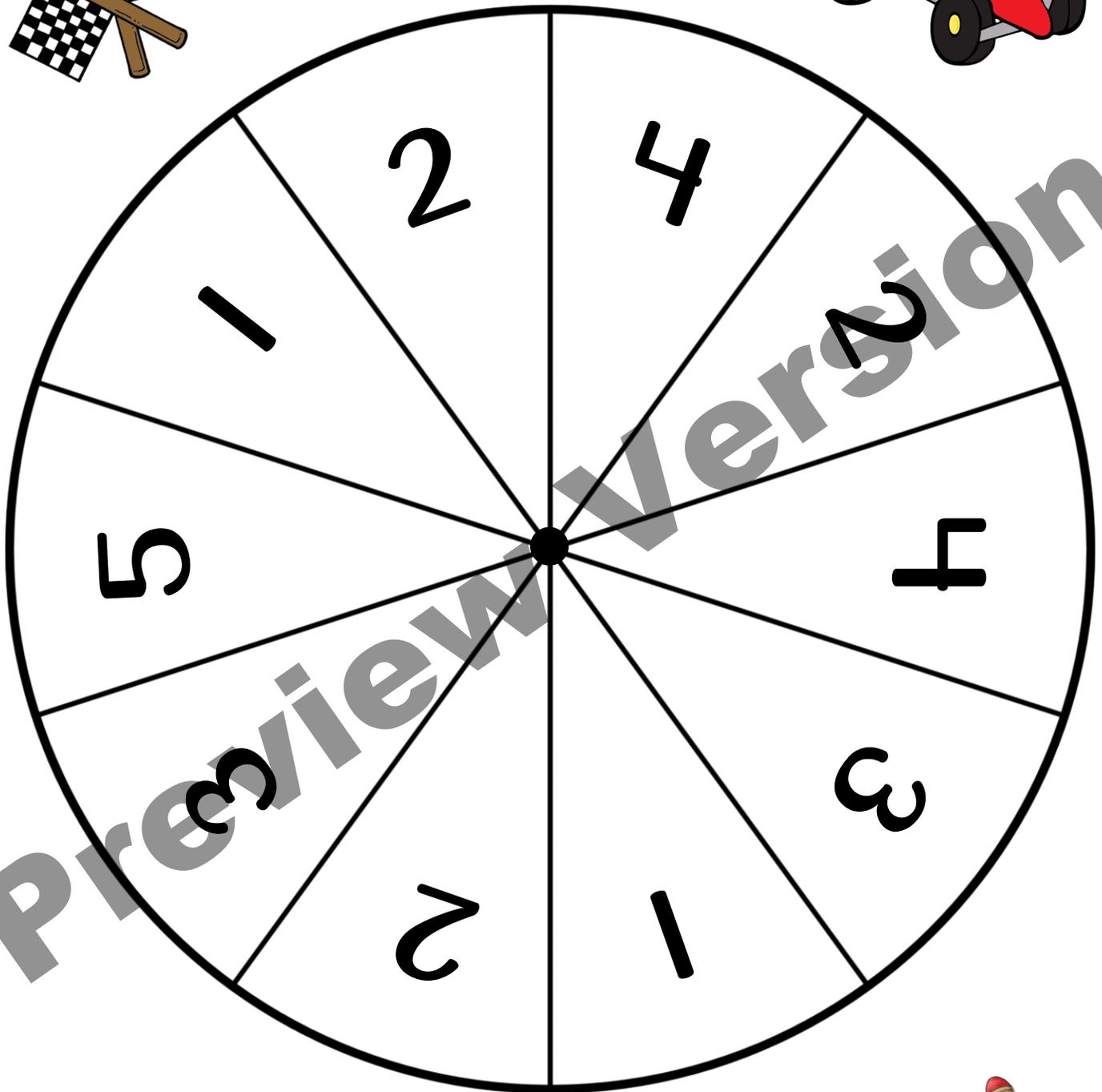
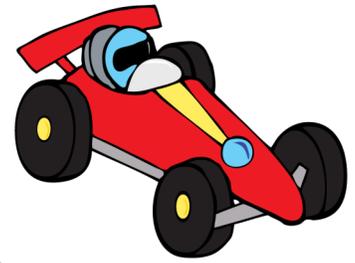
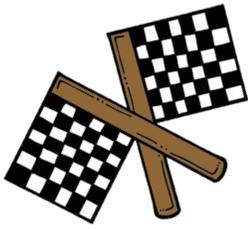


ZOOM!



ZOOM!

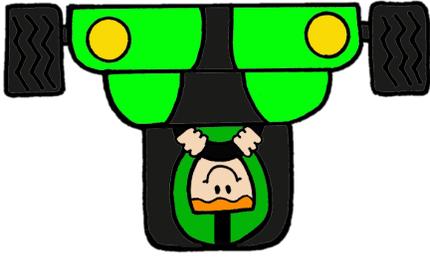
Spinner



Directions: Place the paper clip on the middle of the spinner with one end over the center dot. Put the tip of the pencil down inside the paper clip and hold the pencil in place. Flick the paper clip to make it spin around the pencil point and land on one of the numbered sections.



Leader

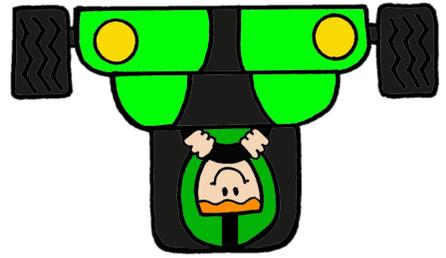


Leader



Leader

Leader



Leader



Leader

Zoom Leader Role Cards

ZOOM!

Number of Players: 2 to 4

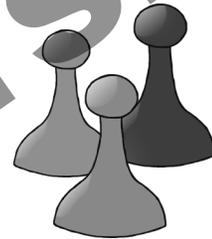
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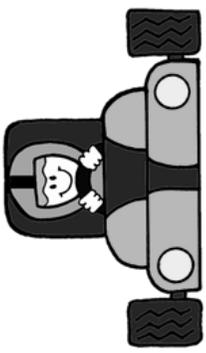


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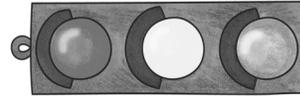
ZOOM!



FINISH

END

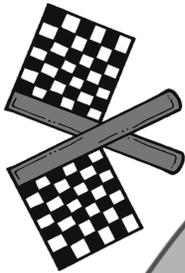
Go Back
2 Spaces



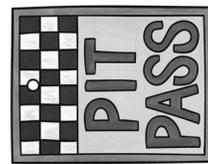
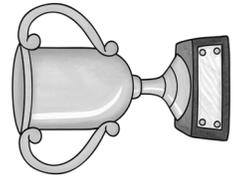
Lose
a Turn

Spin
Again

Zoom
Ahead
1 Space



Go Back
2 Spaces



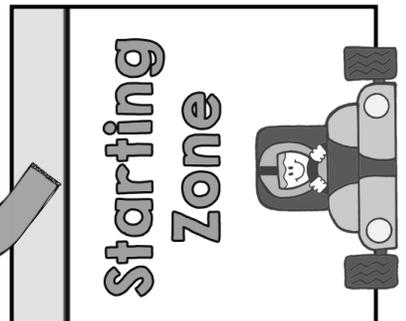
Zoom
Ahead
3 Spaces

Go Back
3 Spaces

Zoom
Ahead
2 Spaces

Cross
the
Bridge

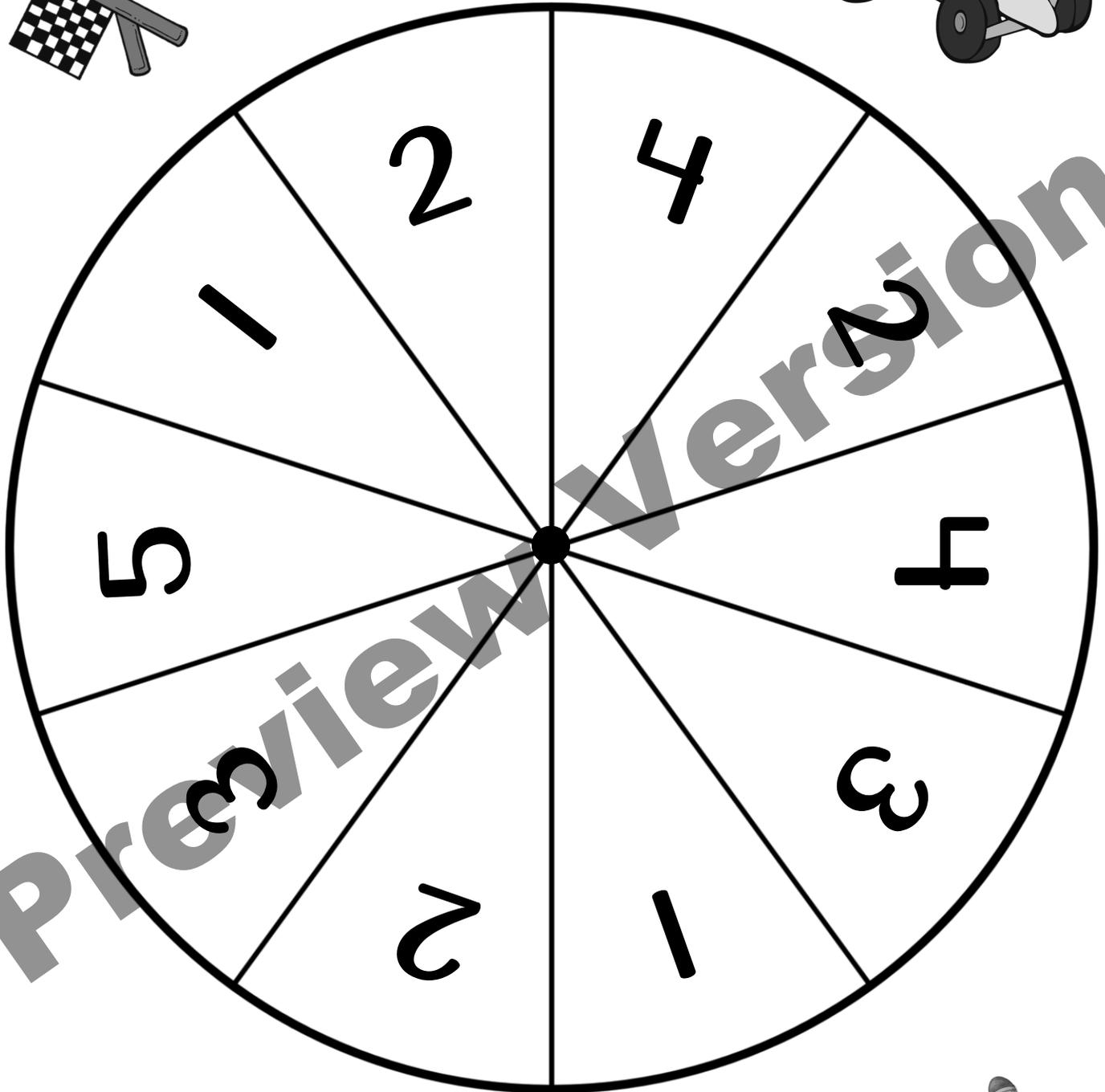
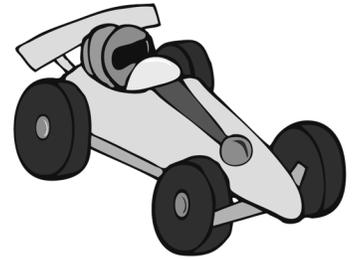
GO!



**Starting
Zone**

ZOOM!

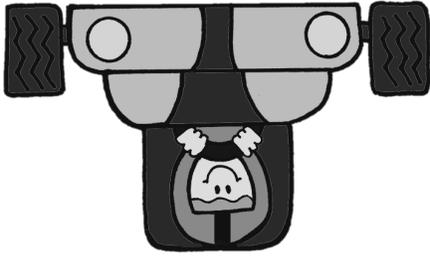
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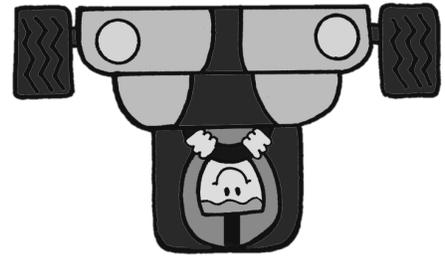
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Leader



Leader

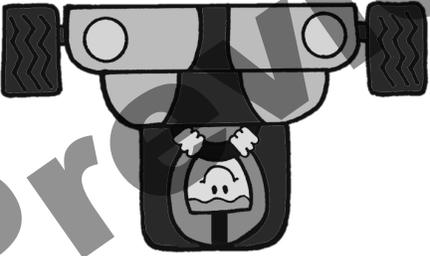


Leader

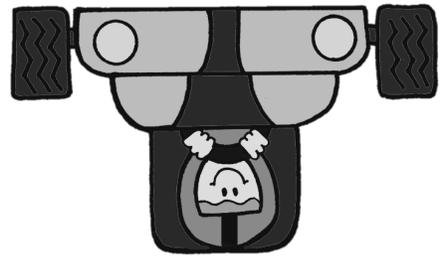


Leader

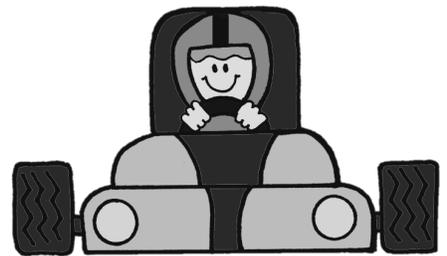
Leader



Leader



Leader

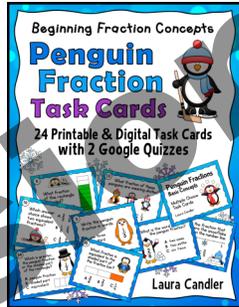
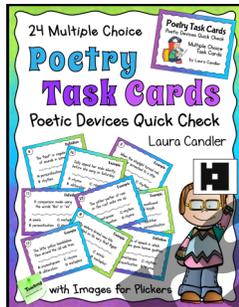
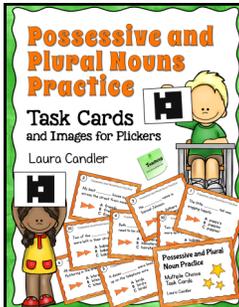
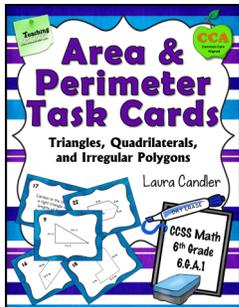
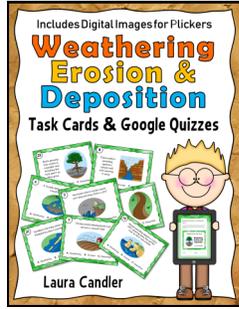
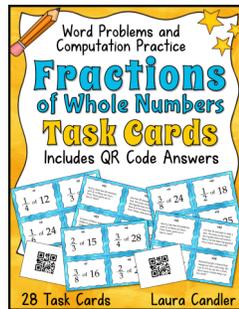
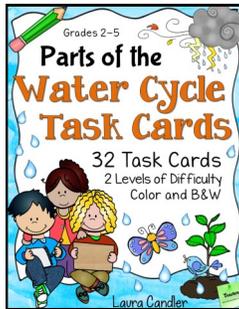
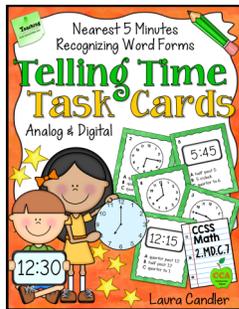
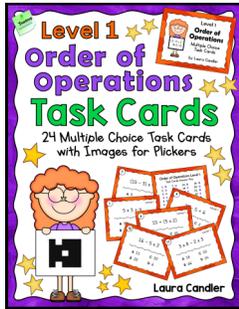


Leader

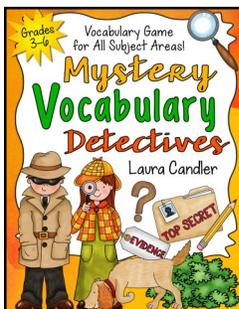
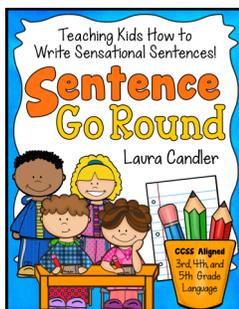
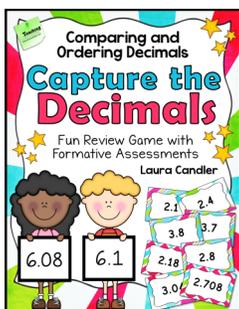
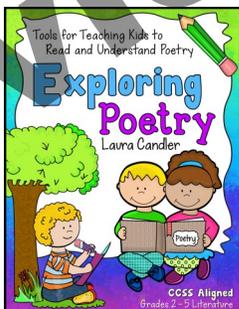
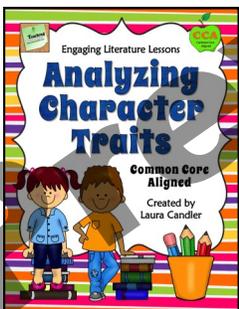
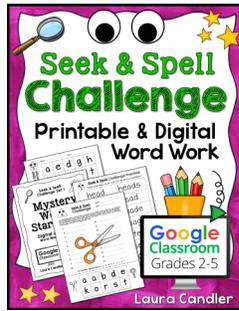
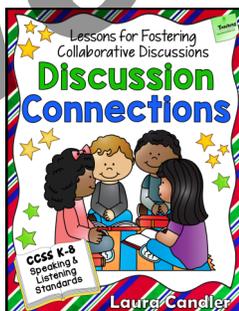
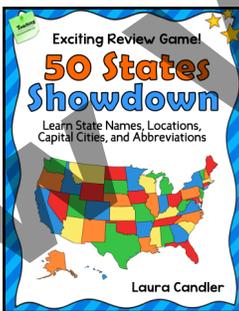
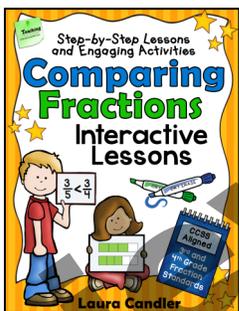
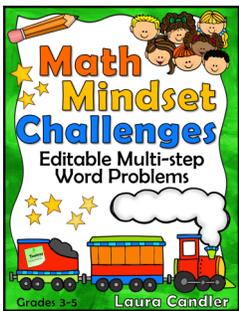
Zoom Leader Role Cards

Ready-to-Use Tasks Cards for Zoom

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