

EduTrend Contents

G4C · MEMORY GAMES · MIDDLE SCHOOL

Retrieval Quiz Game

Write low-stakes recall quizzes for each other and compare self-testing with re-reading

Ages 12–14	Level: Intermediate	45 minutes	Teams of 3 · up to 30	Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Retrieval Quiz Game

Teams study a short, invented fact sheet, such as facts about an imaginary island. Half the class re-reads it for ten minutes; the other half spends the time writing and answering quick recall questions with no notes. Everyone then takes the same short surprise check. Teams compare scores and discuss why testing yourself may help memory more than re-reading.

Learning outcomes

By the end of the session students can:

- write recall questions;
- practise self-testing;
- compare study methods with data;
- plan study habits.

KEY WORDS

retrieval · self-test · re-read · recall · quiz · study

CURRICULUM LINKS

PSHE: study skills. All subjects: revision.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**LOOK**	**RECALL**	**TALK**	**CLOSE**
Minds ready	One game, clear rules	Notice carefully	What do you remember?	How did you remember?	Calm and positive

Materials (whole class)

- Invented fact sheets
- Question cards
- Surprise check sheets
- Worksheets 1, 2 and 3

Before the session

- Write fact sheets and checks.
- Split groups fairly.
- Model a recall question.
- Prepare scoring.

SAFETY

Keep checks low-stakes; no public ranking of individuals.

ACTIVITY 04 · SESSION PLAN

Step by step

Results from one class are small data; discuss that honestly.

Time	What happens	Say or ask
0–5 min Warm up	Recall yesterday's lunch.	*"How did you retrieve it?"*
5–10 min Explain	Two methods.	*"Which do you usually use?"*
10–32 min Study and check	Study, then surprise check.	*"How did it feel?"*
32–45 min Compare	Compare group averages.	*"What will you try when revising?"*

CHALLENGE CARD (print or copy onto the board)

Write good recall questions and use the results to plan how you will revise.

ACTIVITY 04 · FACILITATOR NOTES

The memory game know-how in brief

Memory games reward noticing, organising and recalling information.

Comparing methods with data builds evidence-based study habits.

Common ideas to listen for

- “Re-reading feels easy, so it must work.” Easy is not always effective.
- “Quizzes are only for teachers.” Self-quizzing is a study tool.
- “One class proves it.” Small data needs caution.

Adapting the activity

Support

Provide question stems: What…? Where…? How many…?

Stretch

Plan a spaced self-quiz schedule for the next week.

WORKSHEET 1

My recall questions

Name: _____ Class: _____ Date: _____

Write questions.

Questions

Question	Answer

WORKSHEET 2

Results

Record group averages.

Results

Method	Average score
Re-read	
Self-test	

WORKSHEET 3

Reflection

Reflect.

When I revise, I will...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Writes recall questions	Compares with data	Plans study habits

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Retrieval Quiz Game is a sample activity from the EduTrend Contents G4C Memory Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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