

# ZAP!

Divide class into two groups. Choose a score keeper as well.

Use whatever subject/memory work you'd like to review. Ask Team A a question. If they get it right, they get one point and select a numbered pocket to pull a card from. They have to follow the directions on the card. Then Team B gets a question, and so on.

The cards vary from being blank to having to ZAP the other team (which means the other team loses ALL of their points). If they do not get the question right, the same question gets asked to the other team and they have an opportunity to get an extra point.

You can print off cards to slip into your pockets from [5<sup>th</sup> Grade Rocks 5<sup>th</sup> Grade Rules](#) She has a great site that also has a link to pockets you can make yourself. Or, you can just write your own cards on 3x5 index cards. Some examples of what to put on your cards:

- ZAP other team
- Switch scores with the other team
- Add two points to your team score
- ZAP both teams
- Add to points to the other team's score
- ZAP your team
- ZAP the other team (second time)
- Subtract two points from your team's score
- Both scores stay the same
- Add two points to the other team
- Blank (which means nothing happens)