



Last Minute Lesson Plans

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Students try to find their opponent's location by asking 'Yes/No' questions based on the vocabulary you (or the students) provide.		A two player activity where each student tries to make it impossible for the other student to have a valid move.		Directions	30
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Directions	9	Directions	20	From a list of vocabulary words, students write out definitions and have other students try to figure out which definition fits which vocabulary word.	
Copy onto card stock and have a flexible set of cards that can be used for various kinds of games.		Students figure out what each drawing represents. There is no 'right' answer and everyone sees something different.		Clue Makers	43
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Use to stress question patterns or place on the walls to help students remember frequently used phrases.		Directions	22	Example Play	41-42
		Students use the various face parts to create different moods and expressions.		Students create their own logic puzzle from beginning to end.	

Examples From Last Minute Lesson Plans

The following example is directly from the E-Book Last Minute Lesson Plans Book 1. If you like what you see and want more, you can buy the whole 10 lesson E-Book on-line. Go to TriMira Publications at:

<http://www.trimira.com/store>.

Enjoy.

CrossOut

PREPARATION

Make one copy for every 2 students (2 students play on one copy).

YOU DO THE WORK

Prepare 8 unrelated words (the more unrelated the better).
Have all the students write them in the spaces marked 1 through 8 on the paper. For example:

big - bird - orange - jump - scissors - listen - tea - beautiful

STUDENTS DO THE WORK

The students call out 8 unrelated words (the more unrelated the better) Have all the students write them in the spaces marked 1 through 8 on the paper. For example:

big - bird - orange - jump - scissors - listen - tea - beautiful

ACTIVITY

The students decide who will start. The first student (Student A) starts in the middle of the CrossOut board marked START. Student A can only move diagonally and in only the direction indicated by the arrow (see: **CrossOut Game Sheet**). This diagonal direction stays the same throughout the activity.

The students have a choice of either going to a NUMBER hex, a FREE hex, or a JUMP hex.

The NUMBER hexes correspond with the word list. If a student lands on a number they must make a sentence using that word.

The FREE hexes allow the student to use ANY of the words on the word list in a sentence.

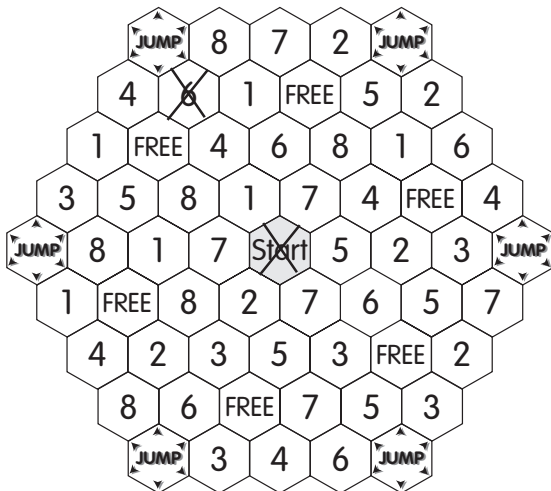
The JUMP hexes allow the student to jump anywhere on the board except to another JUMP hex or START.

Once a student lands on a hex, that hex is crossed off and cannot be landed on again.

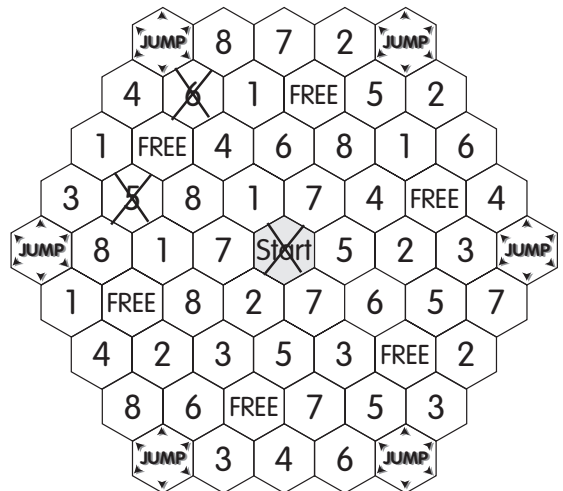
The object is to make it so that the other student has nowhere to go. Once this happens, the activity is over and that student is out.



Student A starts and goes to 6. After making a sentence with the word on the list marked number 6, Student B goes.



Student B goes to 5 (using the last place landed on which was number 6) and makes a sentence using the word on the list at number 5. Now it's Student A's turn



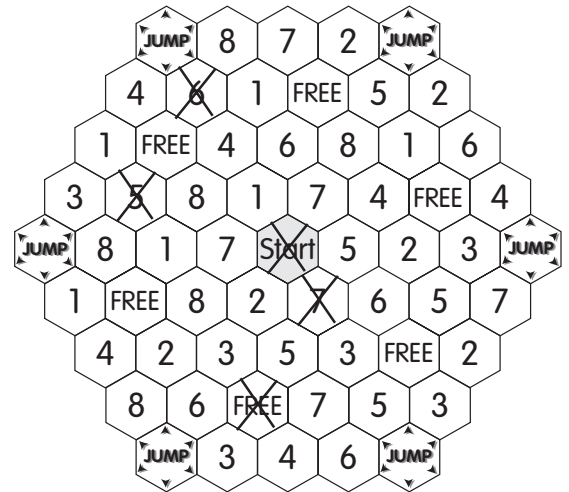
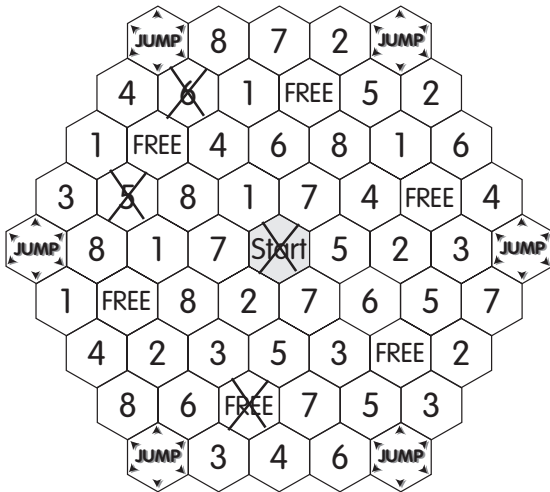
Example Continue ➡

CrossOut (cont.)



Student A goes to FREE and now can use any of the words on the list in a sentence.

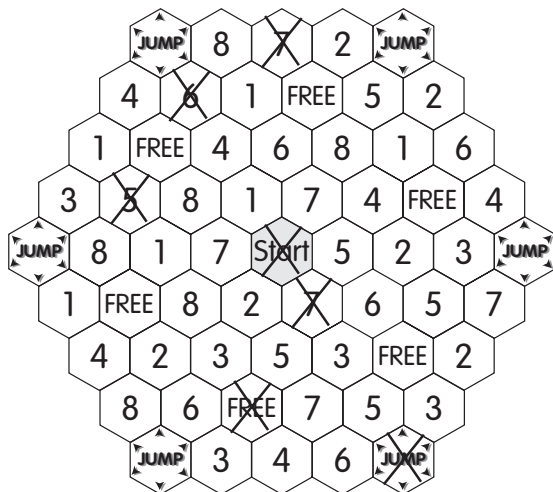
Student B goes to 7



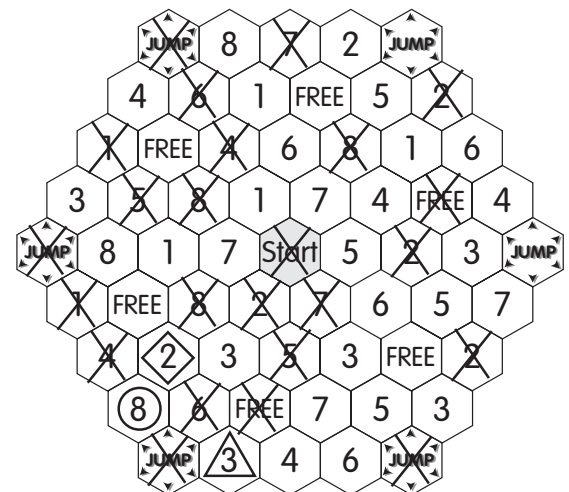
Student A goes to a JUMP hex and jumps to 7 located at the top. (Note: Because the students can only move diagonally, Student B is not allowed to go to either of the 2 JUMP hexes, the 8 or the 2 at this time.)

Student A goes from the 3 (the triangle) to the 2 (the diamond). Student B goes to the 8 (the circle). Since there are no more hexes available for Student A to move to, Student A loses.

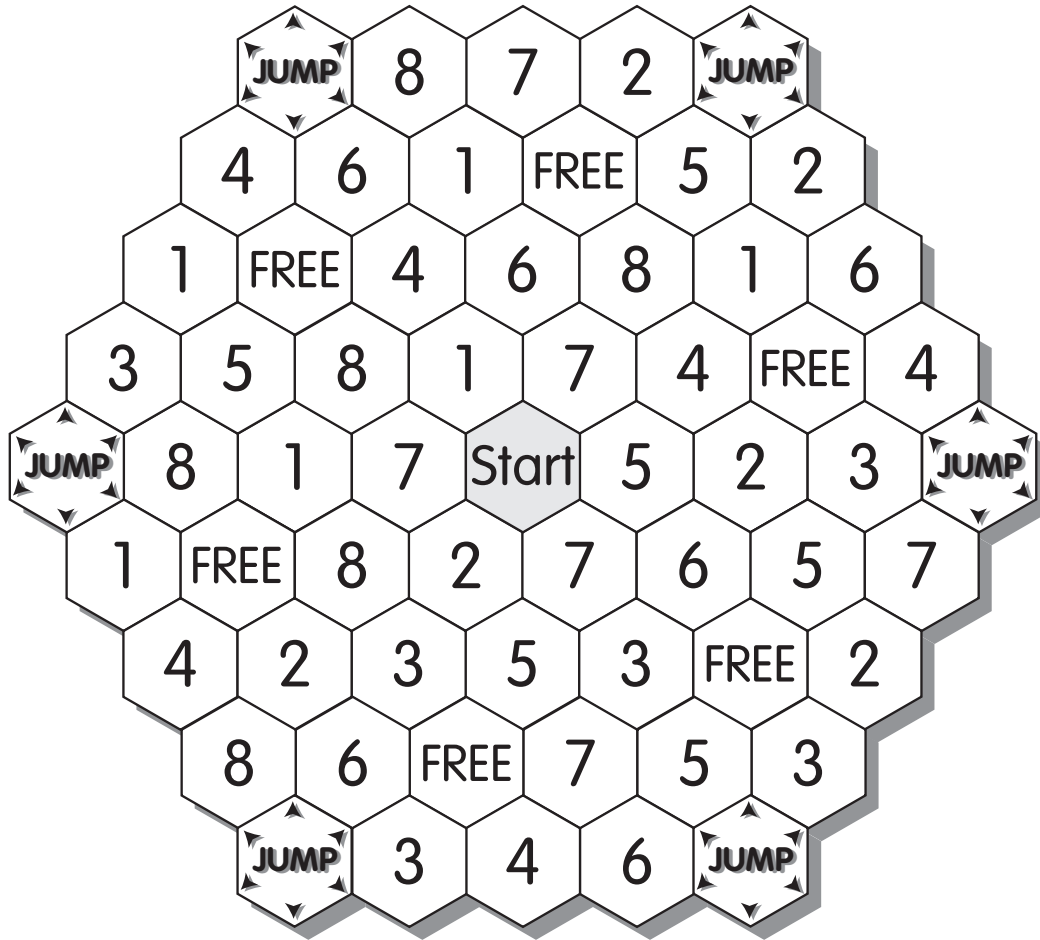
GAME OVER



--- Later In The Game ---



CrossOut



CrossOut Word List

- | | |
|---------|---------|
| 1 _____ | 5 _____ |
| 2 _____ | 6 _____ |
| 3 _____ | 7 _____ |
| 4 _____ | 8 _____ |

Student A's Direction	Start Here	Student B's Direction	Free Hex	Jump Hex	Number Hex
