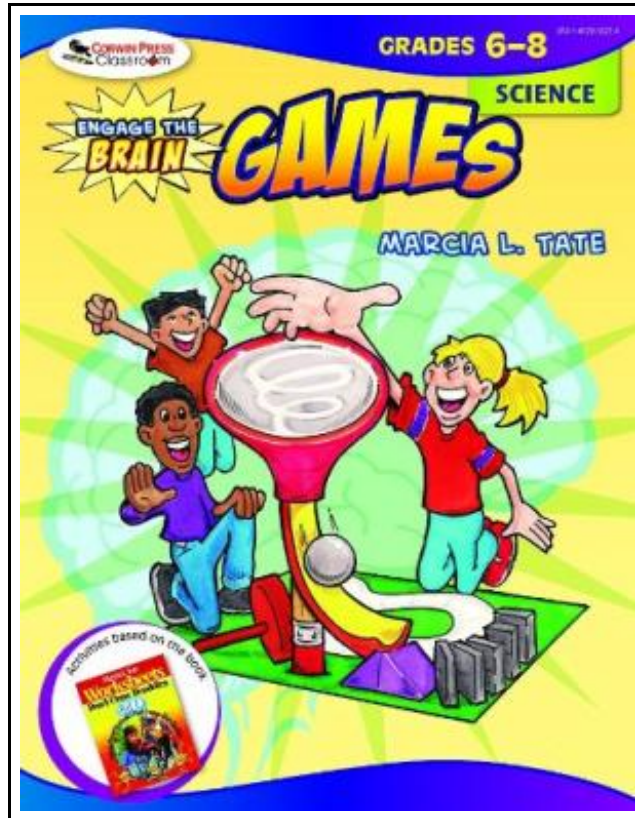


## Engage the Brain: Games Science: Grades 6-8



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## ENGAGE THE BRAIN: GAMES SCIENCE: GRADES 6-8



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SAGE Publications Inc. Paperback. Book Condition: new. BRAND NEW, Engage the Brain: Games Science: Grades 6-8, Marcia L. Tate, About the Engage the Brain Series This practical resource gives teachers the tools they need to plan lessons correlated to the way the brain learns best. Based on tested, research-based strategies presented in *Worksheets Don't Grow Dendrites: 20 Instructional Strategies That Engage the Brain*, this book offers a variety of language arts activities that incorporate games to help students make sense of and reinforce learning. These activities give students the opportunity to not only play but also construct and design a variety of games, greatly increasing brain connections to the content. These strategies allow students to master curriculum objectives while actively rehearse information in an engaging, non-threatening atmosphere, which makes a real difference in students' energy, motivation, and achievement. Engage the Brain: Games, Science, Grades 6-8a contains games based on national academic standards for science, including physical science, life science, and earth and space science. Some games are based on old favorites (Scavenger Hunt, Scattergories, Jeopardy, Taboo, Hot Potato, Bingo, Twister, Charades, 20 Questions) and some are brand new, including: Laboratory Scavenger Hunt, Element Match, Compound Twister, Shuffleboard Showdown, Atomic Marble Madness, Energy Bingo, Animal Adaptations, Who Am I?, Genetic Taboo, Human Body Jeopardy, Time Travel Crossword, Space Secrets, Earth Cycles, Pyramid, Solar System Scattergories, Earth and Space Trivia. Each game includes one or more learning objectives, a comprehensive materials list, step-by-step information for the teacher on how to prepare for and play the game, any necessary reproducibles (such as game cards, game boards, scorecards), and follow-up activities for extended learning. The games are presented in the brain-friendly lesson formation, including a focus activity, modeling, guided practice, independent practice, and closing.



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