

# 10 LOW PREP AND ENGAGING USES FOR TASK CARDS

## WHOLE CLASS

Each student has a whiteboard. The teacher displays the card on the screen. Students do work on the whiteboard and show their whiteboards and the teacher can quickly scan and see what they have done.

## INDEPENDENT WORK

Each student is given a set of cards and records their work on an answer sheet. Students check with the teacher periodically to see student progress and give feedback.

## CENTERS

Cards are placed in an envelope or on a binder ring in different centers. Answers and work are recorded on student record sheet for accountability.

## SHOWDOWN

Students work on groups of 3 or 4. They each have a whiteboard and a set of cards in the middle of their table. They turn a card over and everyone works on the task independently. When everyone is finished they show their work and answers. If students have different answers, the group members confer, explaining their reasoning, and determine which answer is correct.

## EXIT TICKET

This is a formative assessment activity at the end of class. Show 1-3 task cards on the board and have students complete them on a post-it or index card and turn them in to quickly check understanding.

## SCOOT

Place one task card on each desk. Students are given a certain amount of time to work on the card that they have (use student record sheet). When the time is up they look at the work and answer for the problem (on the back of card) and then scoot to the next desk.

## BELL WORK

Have a task card or two displayed on the board for students to complete when they come in the room. Go over them as a class.

## PARTNERS

Give students a set of cards to work on in partners. Have them complete their work on a student record sheet.



## SPIRAL REVIEW

These cards can be pulled out a month or two after the topic has been taught and used again as a way to review. Keep the cards stored in marked envelopes for easy organization.

## GAMES

There are a variety of games that you can play with task cards. You can have students complete a problem and then give them an opportunity to earn points by shooting a ball into a hoop, spinning a wheel with point values, trying to hit a target etc.