

COLLECTION OUTLINE

50 Review Games for the ASL Classroom

Planning outline and entry template

This guide is designed as a classroom-ready collection of engaging review activities. When complete, each of the fifty games will be written out in full so a teacher can pick one up and run it the same day.

This document is the outline — the fifty titles are set, and the entries are still to be written. The template on the next page shows the shape each one will take.

What Each Game Will Include

Eight fields, the same every time, so teachers always know where to look.

01 Purpose

02 ASL Skills Practiced

03 Time

04 Step-by-Step Directions

05 Group Size

06 Variations

07 Materials

08 Paul's Teaching Tip

Anatomy of an Entry

A blank version of the format. Print it to draft games by hand, or use it as the layout reference while writing.

00 Game Title

TIME

GROUP SIZE

MATERIALS

ASL SKILLS PRACTICED

PURPOSE

STEP-BY-STEP DIRECTIONS

VARIATIONS

PAUL'S TEACHING TIP

The Fifty Games

01 Games 1–10

- | | |
|--------------------------|---|
| 01 Vocabulary Relay | 02 Mystery Sign |
| 03 Last Student Standing | 04 Find Someone Who... (Review Edition) |
| 05 Partner Teach | 06 Around the Circle |
| 07 Story Builder | 08 Four Corners |
| 09 Speed Signing | 10 Picture Prompt |

02 Games 11–20

- | | |
|--------------------------|-----------------------|
| 11 Vocabulary Basketball | 12 Roll the Dice |
| 13 Hot Seat | 14 Vocabulary Pyramid |
| 15 Memory Match | 16 Sign Detective |
| 17 Team Challenge | 18 Guess My Word |
| 19 Alphabet Race | 20 Sign Simon Says |

03 Games 21–30

- | | |
|-----------------------|-----------------------|
| 21 Category Challenge | 22 Conversation Cards |
| 23 ASL Pictionary | 24 Silent Telephone |
| 25 Vocabulary Auction | 26 Partner Quiz |
| 27 Grab the Card | 28 Pass the Sign |
| 29 Find the Error | 30 Sign Scramble |

04 Games 31–40

31 ASL Jeopardy

32 ASL Escape Room

33 Vocabulary Bingo

34 Tic-Tac-Toe Review

35 Vocabulary Stations

36 Sign Survivor

37 Build a Dialogue

38 Draw and Sign

39 Around the World

40 Review Wheel

05 Games 41–50

41 Review Jenga

42 Review Dice

43 Kahoot Review

44 Team Tournament

45 Sign the Story

46 Mystery Bag

47 Vocabulary Hunt

48 Would You Rather? Review

49 Two Truths and a Fib Review

50 Teacher Challenge

Once the entries are written, this collection becomes the deepest resource in the series — a full year of review activities a teacher can reach for on any given day.

Paul A. Fugate

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