

50 REVIEW GAMES GAME 17

Team Challenge

Nobody finishes until everybody signs

Team Challenge is a cooperative review game in which small teams work through a stack of ASL tasks together. A challenge is not complete until every member has contributed, so the strongest signer cannot carry the team — and the quietest student cannot sit it out.

TIME NEEDED

20–30 minutes

GROUP SIZE

Teams of 3–5 students

GRADE LEVELS

Middle, High, College

01

Purpose & Objective

Review previously learned ASL concepts through collaborative problem-solving and communication. Because teams have to agree on an answer before presenting it, students end up teaching each other the material on the way to the point.

Teams work together to complete ASL review challenges accurately and efficiently.

02 Materials & Skills

Materials

- Challenge cards — see the set on the next page
- Timer (optional)
- Whiteboard for scoring (optional)

ASL Skills Practiced

- Expressive ASL
- Receptive ASL
- Vocabulary recall
- Grammar
- Team communication

03 Setup

1. **Divide the class into teams of three to five.** Mixed-ability teams work best here, since the game rewards teaching as much as knowing.
2. **Prepare a stack of challenge cards.** Print the next page and cut along the rows, or write your own from the current unit.
3. **State the participation rule up front.** Every team member must contribute before a challenge counts as complete.

Before You Start

Decide how you will check each challenge before the first card is drawn. With six teams working at once, a teacher who has to watch every task from start to finish becomes the bottleneck — spot-check, or have teams present when they are ready.

04 Sample Challenge Cards

Print this page and cut along the rows to build your first stack.

1

Sign five vocabulary words from today's lesson.

2

Create a four-sentence ASL dialogue.

3

Identify and correct an incorrect sign.

4

Fingerspell three assigned vocabulary words.

5

Describe a picture using classifiers.

6

Answer three WH-questions.

7

Retell a short signed story.

8

Act out a real-life scenario using ASL.

9

Teach another team one new vocabulary concept.

10

Complete a surprise teacher challenge.

Card 10 Is Yours

Leave the surprise challenge blank and fill it in during the game. It lets you aim a task at whatever the class is struggling with that day, and teams stay alert because one card is always unknown.

05 Directions

1. A team draws a challenge card.
2. They work together to complete the task, using ASL wherever possible.
3. The teacher checks the challenge and awards a point when it is done successfully.
4. Teams rotate to the next challenge until time expires.
5. Review the concepts that gave teams the most trouble together at the end.

06 Scoring Options

Completion

One point for each challenge finished.

Participation

Bonus point when every teammate contributes.

Teamwork

Bonus point for exceptional communication.

Challenge Mode

Finish with a championship round: three challenges in five minutes. Teams have to divide the work rather than crowd around one card, which is its own lesson in communication.

07 Variations

Beginning

Use simpler vocabulary and picture supports.

Intermediate

Require complete ASL sentences throughout.

Advanced

Combine two challenge cards, or add a time limit.

08 Assessment Ideas

Observe students for:

- ☐ Vocabulary accuracy
- ☐ Receptive skills
- ☐ Team participation
- ☐ Grammar in team responses
- ☐ Collaboration and turn-taking
- ☐ Willingness to teach a teammate

Team games can hide an individual. Watch for the student whose contribution is always the shortest – the participation rule exists to surface exactly that, not to be waved through.

Paul's Best Practice

Assign roles within each team and rotate them between rounds. Roles keep the same confident student from becoming the permanent spokesperson, and each one develops a different communication skill.

Rotate the roles, and every student ends up leading, encouraging, and presenting.

FOUR ROLES TO ROTATE

Leader

Keeps the team on the task and decides when the answer is ready.

Encourager

Draws in quieter teammates and keeps feedback constructive.

Timekeeper

Watches the clock and warns the team when time is running short.

Presenter

Signs the team's answer to the teacher or the class.

Why It Works

Students learn from one another while practicing authentic communication. Team success depends on everyone participating, not just the strongest signer, so the confident students spend the round explaining and the hesitant ones spend it producing language with support standing right next to them. The variety of the cards matters too: a team might fingerspell, then build a dialogue, then correct an error, which is much closer to how the language actually gets used than a single drill repeated ten times.

Quick Tips

- ✓ Rotate team members throughout the year, not just the roles.
- ✓ Mix review topics from different units in the same stack.
- ✓ Celebrate teamwork as loudly as correct answers.
- ✓ Keep the stack face down so teams cannot choose an easy card.
- ✓ Save the hardest concepts for the closing review rather than mid-game.

Continue Exploring

Next in the collection:

▶ **Game #18: Guess My Word**

▶ **Game #19: Alphabet Race**

▶ **Game #20: Sign Simon Says**

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Extend the Activity

Let each team write one challenge card for the stack, then play a round using only student-written cards. Teams design tasks they would want to draw, and you learn a great deal from what they think is worth asking.