

CRANIUM REVIEW GAME  
WITH SPINNER

*Memory Work Review*

*Games by Brandy Ferrell*



half-a-hundred  
ACRE WOOD

© 2022 Brandy Ferrell • Half-a-Hundred Acre Wood, LLC  
Memory Work Review Games - Cranium Spinner.

All Rights Reserved.

Reproduction for commercial use, or distribution to a class, school, or school system is strictly prohibited. No part of this publication may be reproduced or transmitted in any form or by any means - graphic, electronic, or mechanical, including photocopying or storage or transmittal through any information or retrieval systems such as the World Wide Web, social media platforms, or e-mail - without written permission from the author. Not for redistribution. For permission to reproduce this material or to use for any other purpose, please contact Half-a-Hundred Acre Wood.

One copy may be printed and used in a classroom setting. This file may not be printed and distributed to tutors, students, or parents. To share this resource with others, please send them to the following link to download the file:

<https://www.halfahundredacrewood.com/memory-work-review-games/>

Half-a-Hundred Acre Wood  
P.O. Box 20 • Riddleton, TN 37151

Visit our website! [www.halfahundredacrewood.com](http://www.halfahundredacrewood.com)  
Contact us at [support@halfahundredacrewood.com](mailto:support@halfahundredacrewood.com)

**Set-up:** Print the following page onto cardstock and laminate. Cut out circle and arrow. Punch hole in center of circle and in arrow. Attach arrow to the circle with a brad.

**Directions:** Can be played with or without Cranium game. If playing with the Cranium game, use board, die, and playing pieces per instructions but don't use slow track. Always stop on a brain, regardless of roll. Break students into two teams. If not playing with the game, just keep a score however you would like.

**During a turn:** Student spins spinner and performs the challenge until his/her team knows the correct subject/week. Where appropriate, team must answer in unison. Using a timer may be helpful.

**Pictionary:** Draw on whiteboard without talking. (For younger students, tutor may perform the challenge for the team.)

**Sensosketch:** Draw with paper/pencil or whiteboard without talking and with eyes closed. (For younger students, tutor may perform the challenge for the team.)

**Charades:** Act out the info without talking. (For younger students, tutor may perform the challenge for the team.)

**Humdinger:** Hum the tune. (For younger students, tutor may perform the challenge for the team.)

**Team Worm:** Beginning with the person who spun, the team must answer the memory question in a list, one at a time and in order.

**Team I Spy:** Beginning with the person who spun, the team must identify the correct geographical locations on a map and name them, one at a time and in any order.

**Team Scramble:** Team must unscramble the correct week of timeline cards in 30 seconds and then recite them together.

**Head-to-Head:** The person who spun must go up against the next person on the opposing team. They stand facing each other with their hands behind their back until the question has been read. First person slap the table between them must answer the question correctly. If they don't know it within a few seconds, the other person may answer. If the first team wins, they win the roll, but if the opposing team wins, they do not win a roll - they just kept the other team from progressing in that turn. (Then opposing team member takes his/her normal turn).

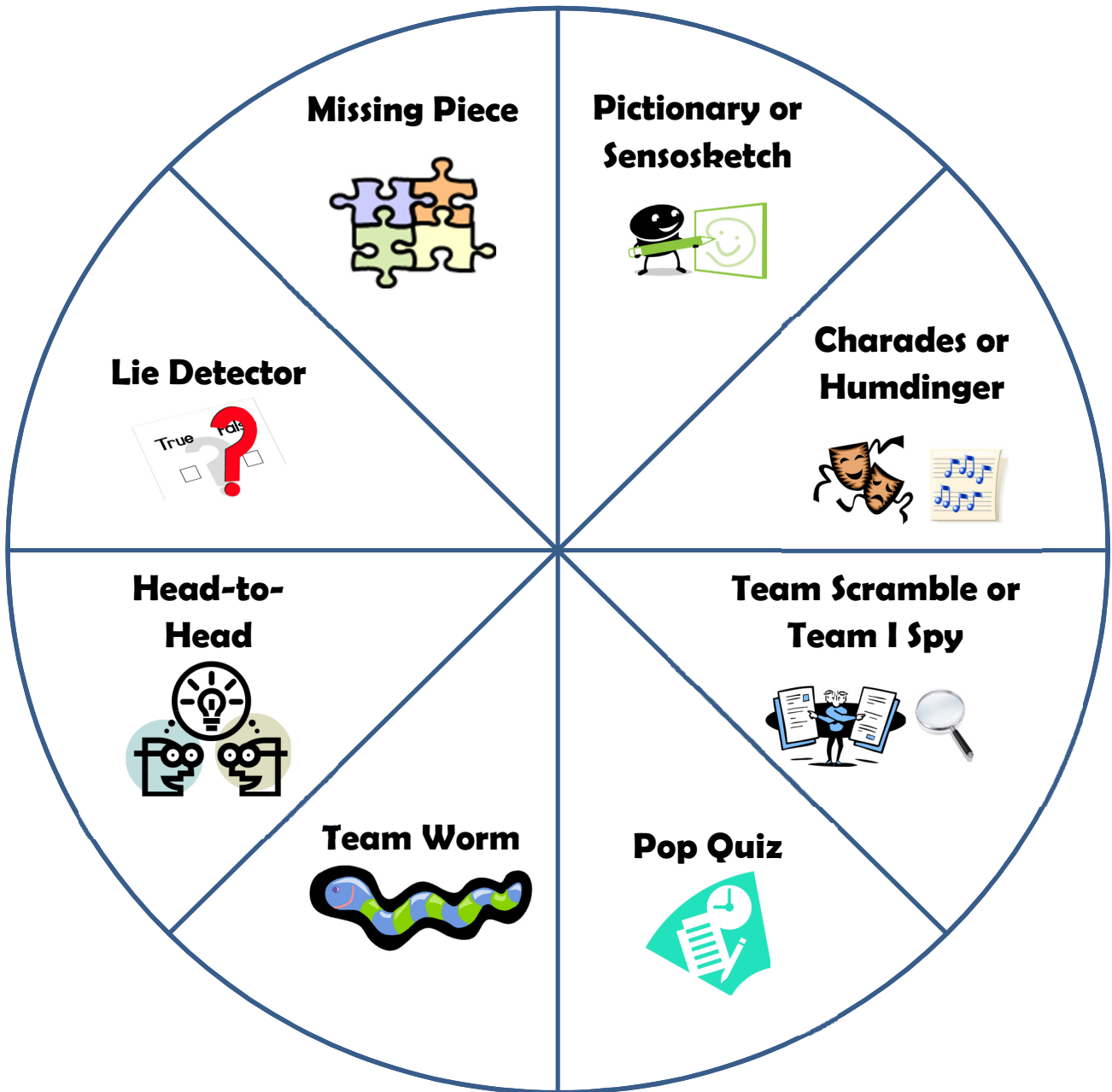
**Pop Quiz:** Single person trivia for the person who spun, to be answered independently.

**Lie Detector:** Make up a true/false question for the person who spun, to be answered independently.

**Missing Piece:** Read memory work out loud or write on board (e.g., skip counting) leaving blanks in certain areas. Student must fill in the blanks.

Tutor chooses which subject/week for each challenge. The following is a list of the best subjects to do for each challenge.

<u>Pictionary</u> History Science Math	<u>Charades</u> Prepositions History Science Timeline	<u>Team Worm</u> Skip Counting Timeline Latin Science English Grammar	<u>Team Scramble</u> Timeline Cards Latin Declension Chart	<u>Lie Detector</u> Math Science Geography History
<u>Sensosketch</u> Math (Week 16-20) Science	<u>Humdinger</u> History (Geography or math, possibly)	<u>Team I Spy</u> Geography	<u>Head-to-Head or Pop Quiz</u> All subjects	<u>Missing Piece</u> All subjects



Also available from *Half-a-Hundred Acre Wood*



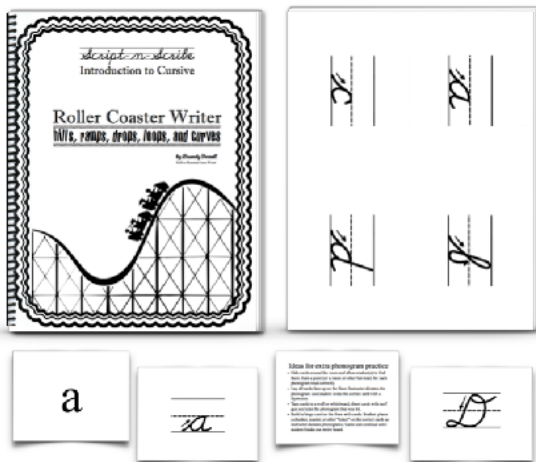
Script-n-Scribe™ provides a full cursive program - from the formation of individual letters, through practicing tricky letter combinations, to seamlessly and effortlessly encouraging the study of art and poetry while gently introducing and reviewing English grammar concepts.

- *Truth Traveler* corresponds with Cycle 1
- *Hymns in History* corresponds with Cycle 2
- *Americana* corresponds with Cycle 3

Read more about these products and download samples at

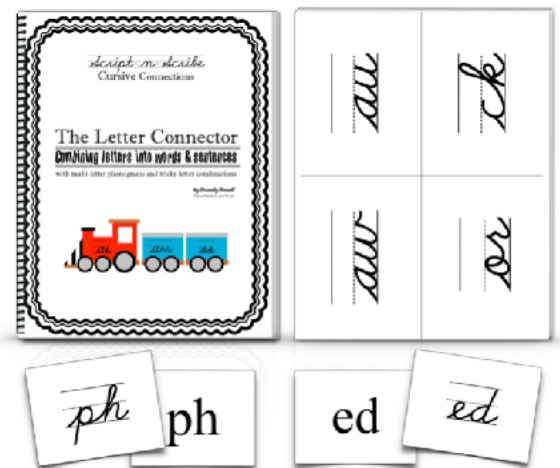
<https://www.halfahundredacrewood.com/category/script-n-scribe/>

## Teaching cursive handwriting?



**Script-n-Scribe Roller Coaster Writer** is an introductory program for learning phonograms by sight and dictation while also learning how to form cursive letters. It begins with large motor skills to help young children learn to write.

For connecting letters into words and sentences - and for practice with tricky letter combinations - take a look at **Script-n-Scribe Letter Connector**. Read more about these products and view additional images and Montessori-style products on our website.



# Mission: Great Commission™ Curriculum

Explore the ongoing fulfillment of the Great Commission through our missions-focused curriculum that explores social studies and science, integrating the study of scripture, history, geography, cultures, missions, hymns, and fine arts. Written for families with students in Grades 2-8 (and beyond), each program within our **Mission: Great Commission™ series** provides a full year of social studies, science, and fine arts with a focus on how God has worked through creation and through people who were willing to follow His call.

- **Mission: World Wonders** explores ancient to medieval history along with world cultures, religions, and missions (along with fine arts, biology, and earth science). Corresponds with Cycle 1.
- **Mission: Faith Forgers** provides an overview of church history in the midst of world history from the protestant reformation through modern times (along with fine arts, astronomy, and physical science). Corresponds with Cycle 2.
- **Mission: Lasting Liberty** focuses on the history and geography of the United States of America (along with fine arts, anatomy, and chemistry) . Corresponds with Cycle 3.

Read more about these products and download samples at

<https://www.halfahundredacrewood.com/category/missions-focused-curriculum/>

