

DEAL OR NO DEAL

(Adapted from Deal or No Deal Game and borrowed from Active Schools St. John's Program) Label 10 - 12 envelopes with an activity such as "jumping jacks". Teacher plays the role of banker and offers a "deal" to a group or team of students regarding the number of reps for a certain exercise, i.e. "7 push-ups, deal or no deal?" To see who will represent the group and choose which exercise is to be done, one student from the group might answer a review question from a topic being studied in the curriculum. The group either takes the Deal and does the exercise or chooses No Deal by picking up the "No Deal" envelope and teacher then opens the envelope for push-ups to see what number is on the card. That is how many reps the group now must do. Teacher then moves on to a new exercise and repeats the process. (Teacher should change the numbers in the envelope each time the game is played or have several numbers in each envelope.)