

<b>Topic</b>	Revising equations	<b>Level</b>	For students aged 8-18
<b>Background</b>	This game can be used to motivate students to revise. It provides a quick and fun way to assess learning in groups using two dice. Students can either write their own questions or the teacher can prepare the boards in advance.		

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# Rolling Revision



Dice roll	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						



Dice roll	1	2	3	4	5	6
1	Electrical power =	Force =	Resistance of a component =	Electrical Power =	Force =	Resistance of a component =
2	Voltage =	Work done =	Total resistance =	Voltage =	Work done =	Total resistance =
3	G.P.E =	Pressure =	<b>Equations</b>	G.P.E =	Pressure =	Wave speed =
4	Electrical Energy =	Efficiency =	Wave speed =	Electrical Energy =	Efficiency =	Angle of incidence =
5	Density =	Energy transferred =	Angle of incidence =	Density =	Energy transferred =	Kinetic energy =
6	Acceleration =	Current =	Kinetic energy =	Acceleration =	Current =	Current =

# Rules

1. In groups of 3
2. 1 group member is the 'expert' who holds the answers
3. The other 2 members compete against each other
4. One student rolls 2 dice and answers the corresponding question on the grid
5. If they get the question right, they mark the square with their name. The expert's decision is final.
6. The turn now passes to the next player in a clockwise direction
7. The winner is the person who 'owns' the most squares at the end of a time period specified by the teacher
8. The loser becomes the expert, and the expert now plays the winner