

Bell Ringers to Promote Divergent Thinking

Think Fast

True Bell Ringers: Think Fast is a game to work on fluency of thought while practicing flexible thinking and original ideas.

For Beginners: Students are given a category to generate as many ideas they can with a time limit of around 2-3 minutes.

Ex. In 3 minutes, List things that you would find in a bookbag.

For Experienced Players: Students are given a category and a beginning letter that all words must begin with. 2-3 minutes allowed depending on level of difficulty.

Ex. List things you would find in a restaurant that start with the letter L.

**** Students MAY NOT just use an adjective over and over for the letter rounds...little rice, little ham, little napkins :)*

Think Fast Subject Specific:

Tie in your standards for a fun review or even a pre assessment!

ELA: List as many adjectives that describe the main character in today's story.

Science: List as many different animal habitats as you can.

Need extra differentiation and/or challenge:

- Limit the number of letter or syllables in a response
- Create your own categories
- Work in partners if students need assistance writing or giving the option to draw a small sketch

Sentence Building Game

In this game, we work on building sentences. It can be simple or complex depending on your age range/abilities.

Give the students four letters (or more):

H M E T

They must now make a sentence that makes sense using those letters in that order.

Harry Must Encourage Timmy.

You can make it content specific too!

H M E T

but with the Colonies in mind.

Harbors **M**ostly **E**xported **T**ea.

Why I love this game...

What Doesn't Belong ?

In this game, we work on critical thinking and reasoning skills. There is NO right answer, which promotes discussion, debate and supporting ideas and reasoning in clear way!



Which one doesn't belong?

22	33
44	50

Other Resource to Consider

[SET GAME](#)

