

Komodo-Kudu-Kid! Review Game

This game is similar to “Paper-Rock-Scissors.” When a child answers a review question accurately, they earn a chance to play the game. They pick an opponent by asking a review question which is answered correctly.



The two players stand back to back.

The class counts to three. (Or a chosen student counts.) On “three,” each player strikes a pose.

For Komodo - hold hands like claws.



For Kudu (African antelope) - stick fingers behind head like antlers.



For Kid – cross arms and smile.



*Komodo beats the kid. The kid beats the kudu.
The kudu beats the Komodo.*

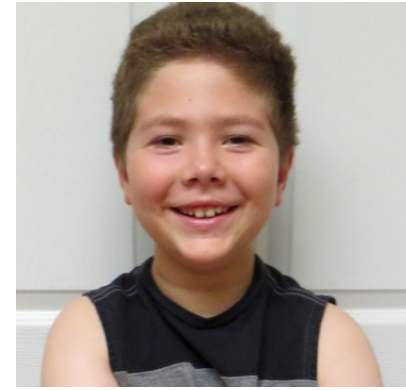
In case of a tie, keep playing until one player wins.

The winning player stays in place and calls on another student to answer a review question. The student giving the correct answer gets to play the game and challenge the winner.

The game keeps going until the questions or time are/is completed for the game.



This game has been adapted from CEF missions lesson: "More Than She Could Imagine." Teach Kids! March/April 2007, page 27.



Komodo - Kudu - Kid

Komodo beats the kid.

The kid beats the kudu.

The kudu beats the Komodo.