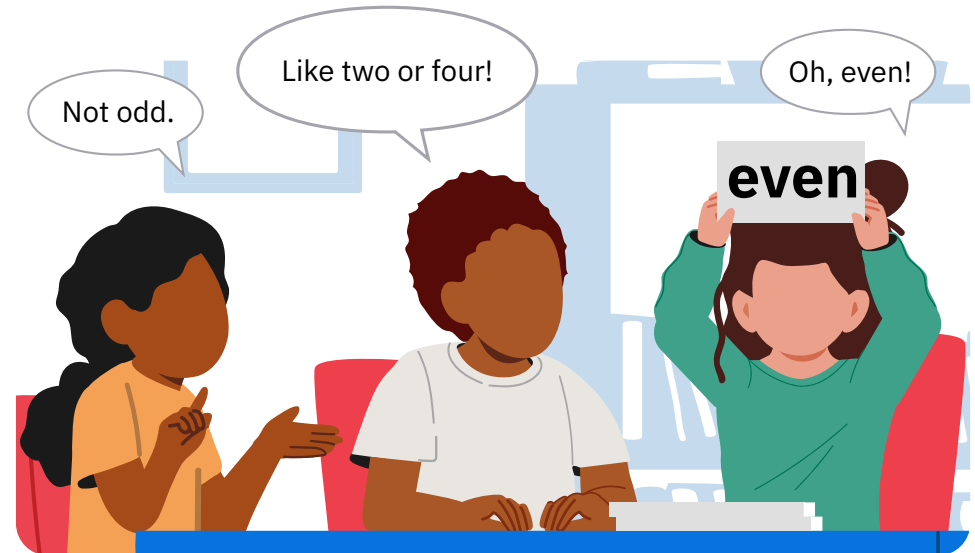


Say My Name

Gamify mathematical vocabulary.

Provide cards with mathematical terms, symbols, or pictures. One student picks a card and holds it up without looking at it. The other students give clues and describe the term until the first student guesses it correctly.



Why Try It



*This nudge encourages students to describe mathematical terms in their own words, helping them **explain their thinking, refine their understanding, and use precise language.** It also supports their grasp of definitions and key terms.*

MLR 4: Information Gap

Students collaborate to bridge the gap between the students who know the term and those who are guessing the term based on a definition or clues. This strategy strengthens understanding and encourages students to work together to get to a definition.

Teacher Notes

- Students can take turns describing terms or explaining ideas in either small groups or pairs.
- This works well as a review activity to reinforce vocabulary.
- Students should be allowed to use all of their linguistic resources, including gestures and non-English languages, but of course the clues should not completely give away the answer.



Caution

Have correct definitions available so students can self-check and ensure their understanding matches the intended concepts.