

# Whip Around/I Have . . . Who Has . . .?

## Why?

- The objective of this activity is for students to develop vocabulary and enhance reading and listening skills.
- Emphasis can also be on comprehension by being able to convert money denominations and combinations, equivalent fractions, and to read high frequency words.
- Due to the emphasis on this being a "game," a low affective filter is encouraged in the class.
- This is an easy activity for the teacher to determine who understands concepts and who needs extra help.

## How?

- Tell the students that they are going to participate in a game.
- Each student will receive a card with an answer at the top and a question at the bottom.
- Tell the students that it's important that they listen carefully to each person's question since they just might have the answer.
- Select a student to start and have him/her read the question at the bottom of the card.
- The student with the answer to the question reads his/her card and the play continues.
- Upon completion of the activity, every student should have answered and asked a question. The person who started the game should have the last answer.

high frequency words:

I have **the**.  
Who has **from**?

I have **from**.  
Who has **go**?

multiplication facts:

I have **30**.  
Who has **4 x 9**?

I have **36**.  
Who has **3 x 9**?