

Teen Tutoring Activities - Fall 2020

When your student doesn't have homework, you'll have time to:

- Help your student plan ahead by looking at Canvas & StudentVue
- Encourage your student to explore colleges & careers
- Play games; building a good relationship with your student is key to a successful partnership.
- Find worksheets to expand on the topics your student is studying.
- Read interesting articles on Smithsonian's tweentribune.com

Worksheets

Look for worksheets on Google images and complete them by sharing screen. You'll find worksheets on math, maps & map reading skills, reading comprehension and more. You can find graph paper on <https://mathbits.com/MathBits/StudentResources/GraphPaper/GraphPaper.htm>

College, Career & Other Research Activities

College Majors Quiz

<https://www.thoughtco.com/college-major-quiz-4089204#:~:text=College%20Major%20Quiz.%20Feeling%20totally%20in%20control.%20Figuring,up%20with%20the%20main%20idea.%20Helps%20others%20understand.>

Personality Quiz

<https://www.allthetests.com/quiz13/quiz/1114365326/Teen-Personality-Quiz>

College Research

Tutors can take this time to do research with the students regarding the majors they are interested in or colleges they would like to look into.

Back to School 2020

1. Students will watch the "Back to School 2020" movie. (5 minutes)
<https://www.brainpop.com/english/studyandreadingskills/backtoschool2020/>
2. Ask students some questions to see how they can relate to the students in the video. Ask students their thoughts about the tips the students offered, was it helpful, do they think they will practice any of the tips.
3. Share worksheet on the screen and have students write answers down.

<https://www.brainpop.com/english/studyandreadingskills/backtoschool2020/graphicorganizer/>

4. Lastly, have them share their responses.

Other Research Activities

Some centers offer prizes to teens for completing research activities so ask your center staff about that.

- Each activity should take around 15 minutes, if not more.
- Check in with staff after completion. Staff will initial.
- Finish 3 activities and your name will be added to a draw. Every month, 2 names will be drawn for a prize. Those 2 people can choose what \$10 gift card they want.

| | | |
|--|---|--|
| <p>Describe a job you would want to have. Research a training program or internship that would help you reach that job.</p> | <p>Read a current events article. Discuss with tutor, what happened? Was there a problem, and if so, what was it? Was the problem solved, and if so, how was it solved?</p> | <p>Find a 30-second commercial. Discuss with tutor: what product is it trying to sell? How does it get people to want to buy it?</p> |
| <p>Draw a mural (on letter-sized paper) to promote a cause you think is important, or in the style of an artist you admire.</p> | <p>Think of a cause you're interested in. Why is it important? Create a poem or song about it.</p> | <p>Read a science article. Discuss with tutor the main idea, if there was an experiment and what it was, and if there was a conclusion and what it was.</p> |
| <p>What famous mathematician or scientist was born this month? What year were they born? What did they do or discover?</p> | <p>Research a Nobel Peace Prize recipient. When did they receive this award? What did they do to receive this award? What do they do now?</p> | <p>Organize your binder/folder with tutor. Do so by date, by subject, or another way.</p> |
| <p>Research a college or university. Where is it? What's the student population like? What fields of study and what sports does it have?</p> | <p>What's your current favorite song? Find 3 cools facts about the singer. Why do you like the song? Discuss with tutor.</p> | <p>Research an artist. When was that artist active? What is his/her style? What is one of his/her well-known works?</p> |
| <p>Do your homework (and study) for 60 minutes without staff/tutor reminders.</p> | <p>Research a video game designer. How did they get into this career? Where did they go to school? What company do they work for? What games have they designed?</p> | <p>Create a board game for 2 players. It should involve taking turns, thinking, and problem-solving in some way. This can count as two activities if it takes 2 days to complete.</p> |
| <p>Create a club for your school that doesn't currently exist. What is the club? What are the rules of the club? What can you do to bring this club to your school?</p> | <p>Teach someone how to play chess/Learn how to play chess. What are the rules? How do you win?</p> | <p>Plan your own ideal breakfast, lunch, and dinner menu. Include at least one protein in each meal. Share with staff/tutor.</p> |

Would You Rather Questions

Tricky Questions

| | | |
|---|--|---|
| Would you rather be really tall or really short? | Would you rather have a lot of friends or be really smart? | Would you rather be trapped in a room with a 30 screaming babies or one hungry alligator? |
| Would you rather clean the floor with your fingernail or your toothbrush? | Would you rather lick a moldy trash can or the bathroom floor? | Would you rather be a famous actor or a famous pop star? |
| Would you rather live in a graveyard or on a deserted island? | Would you rather be really rich or have a lot of friends? | Would you rather have a bucket stuck on your head or a bucket stuck on your foot? |
| Would you rather have no teeth or have no hair? | Would you rather have it rain nails or have it rain bowling balls? | Would you rather have to crawl everywhere or have to hop everywhere? |
| Would you rather lose your sense of sight or lose your sense of hearing? | Would you rather take a bath in ice cubes or take a bath in tomato soup? | Would you rather ride a bike on ice or roller skate down a ramp with sand? |

More Would You Rather Questions

<https://tosaylib.com/would-you-rather-questions-teens/#:~:text=As%20an%20ice-breaker%2C%20a%20game%20of%20%E2%80%9Cwould%20you,questions%20and%20be%20able%20to%20explain%20their%20answer.>

Kids Jeopardy

<https://jeopardylabs.com/>

Ultimate List of Riddles for Teens

<https://www.everythingmom.com/riddles/riddles-for-teens>

Brain Teasers

1. The Stroop Test <https://sharpbrains.com/blog/2006/10/05/brain-exercise-the-stroop-test/>
2. The Classic Attention Experiment <https://sharpbrains.com/blog/2006/09/28/attention-and-working-memory/>
3. Can you Identify Apple's logo? <https://sharpbrains.com/blog/2015/04/01/brain-teaser-to-test-attention-and-memory-can-you-identify-apples-logo/>

Boggle

Find as many words or the longest word possible.

<https://www.puzzle-words.com/boggle-4x4/>

Charades

<http://getcharadesideas.com/>

Scattergories

1. Go to <https://swellgarfo.com/scattergories/> website
2. Click 'add a category' then 'make child- friendly'
3. Press categories and share your screen with your students
4. Tell everyone to get a pencil and paper and number it 1-12
5. The letter in the top left corner is the letter that all the words must start with
6. Click play and think of as many words as you can related to each topic within the time period
7. When the timer is done, you can go around in your group and share what you wrote. You get a point if it starts with the correct letter and no one else put down that word.
8. Play 2-4 rounds. The person with the most unique answers wins

Crossword Puzzles

<https://lovattspuzzles.com/kids/childrens-online-puzzles/spellbound/>

Guess the word (Hangman)

<https://www.coolmathgames.com/0-hangman>

Pictionary

- Go to <https://sketchful.io/>
- Name your character and press 'custom game'
- Give room link at the bottom of the page to the other participants
- Press 'use only custom words' and paste the following words into the box
 - Banana, eye, pillow, grass, hand, heart, baby, shirt, plant, earth, brush, waffle, run, doctor, popcorn, truck, fork, bug spray, newspaper, map, sunflower, cake, school, peach, vase, mask, science, firefighter, videogame, koala, boat, rocket ship, recycle, bottle, fast food, TV, cup, book, Starbucks, ear, watch, bagel, golf, pencil, tutor, tree, pizza, house, crab, frog, tent, table, boots, fruit, metro, camera, keys, school bus, pig, unicorn, purse, teeth, photo, remote, flower, kite, snake, ice cream, light, beach, McDonalds, swing, egg, half, music, hot dog, rocket ship, candle, giraffe, star, lemon, couch, necklace, shark, grapes, theater, haircut, jump rope, alien, bat, witch, snake, scissors, tie, orange, purple, green, run, race, lamp, blanket, thunderstorm, play, planet, party, straw, barn, forest, car, king, gold,

mountain, apple, clock, bird, art, glasses, Netflix, Chick fil A, park, playground, beach, door, superman, Spiderman, Beyoncé, egg, backpack, Disney, Target, milk, soap, jack-o'-lantern, elephant, ocean, book, dog, ball, star, ice cream, drum, Christmas tree, spider, shoe, smile, hat, cookie, bird, kite, butterfly, cupcake, fish, grapes, socks, bed, phone, doll, trash can, Skateboard, sleep, sad, airplane, nose, eyes, apple, sandwich, Cherry, bubble, snow, Candy, roof, Nemo, Frozen, storm, rice, pancakes, baseball, turkey, sand, mailbox, wing, farm, garbage, spring, winter, toaster, jump, dive, sunglasses, laptop, chef, elbow, book shelf, hill, pillow, stop light, desk, teacher, recess, vacation, hair tie, sleeping bag, tent, braces, firefighter, Goldfish, Chips, Oreos, Potato, Carrot, Milkshake, Corn, Eggplant, Chocolate, Milk, Spaghetti, Burger, Taco, French Fries, Pickle, Waffle, Peanut Butter and Jelly, Chicken Nuggets, Butter, Beans, Flour, ice cream, Eggs, Turkey, Bacon, Water, Orange Juice, Lettuce, Popsicle, Pizza, Ramen, Ketchup, Cotton Candy, BBQ, Doughnut, Cracker, Cheese, Bathroom, School, United States, Bedroom, Playground, Zoo, Kitchen, Disneyland, White House, New York, Bus Stop, Library, Leash, Fire, Nail Polish, Sidewalk, Keychain, Headphones, Cereal, Car, Train, Bus, Airplane, knee, tape, slide, flowers, sink, fridge, stapler, ruler, clipboard, Mountain, teeth, flag, tomato, grill, necklace, hair, stop sign, glue, joker

- Make sure the visibility is on private so that other people do not join your game
- Once you see all the participants join the game on the left side of the screen, you can start and play the game
- On the right side of the screen you can type what you believe the drawing is. And you draw when it is your turn by clicking down on the mouse

Synonym Memory

<https://matchthememory.com/Stephens-Synonyms>

Student will choose two cards. Student will search to match the two cards that are synonyms.

There is a button to make a "grid" on the upper right hand. This will put "A1", "A2", "A3"... over each card so student is able to pick choices that way, and volunteer can click on their screen.

Adaptations: This website only has the one set of words. You cannot play again with same students, but you can use with different students. Or you can use again until student is confident with the words.

Guess My Number

<https://amylemons.com/number-line-favorites/>

•Objective: Students will be able to practice math terms such as even, odd, greater than, less than in this math game that is similar to Guess Who.

•Lesson steps:

- Staff will choose a number from the number line.
- Students will take turns asking questions such as:
 - Is it even?
 - Is it odd?
 - How many digits?
 - Is the number between ___?
 - Is it greater than ___?
 - Is it less than ___?
 - Is there a (3) in the tens place?
 - Is it a multiple of ___?
- Students ask questions until they get to the correct number.

Games to Play with a Group

True Facts

Everyone privately messages the host a secret fact about themselves, and then the host shares them one by one. Everyone then has to vote who they think it belongs to.

Stop – Category word game

•Lesson steps: First you will pick any five categories (food, countries, names, tv shows, movies, books, etc.) then you will randomly select a letter. Once you pick the five categories and letter you start to write one thing for each category that starts with the random letter. The first one to fill in all the categories says “stop” and the other players stop writing. You all then share the answers you put for each category.

•Materials: Paper, pencil

Code Names

• Expected Time: 30 minutes

<https://gamerules.com/rules/codenames/>

- The game needs the players to split into two even teams. One team claiming the blue agent cards and one team claiming the red agent cards.
- Each team should then appoint a spymaster, they will be the clue giver for the game. Only the spymaster should be able to look at the key for which clues belong to which team, with the blue squares belonging to the blue team, red squares belonging to the red team, white squares are civilians, and the black square is the assassin. You can see the key when you click the spymaster button. Share the codename player screen with all participants.
- The first spymaster will start the game by giving their team the first one-word clue. Clues are only given by the spymasters and these clues are the only time during the game that a spymaster should talk. The spymaster should make a point to not give away any additional information, even nonverbal information. Clues consist of one word and a number; The word is what the clue is and should focus on the cards that belong to your team, while the number is for how many cards this clue alludes to. The number is used only for the spymaster to tell the guessers how many code words his clue refers to and cannot also be a part of the clue. For example, if two of your clues are sea animals like whale and dolphin a spymaster might say “sea, 2”, but you cannot use the number as part of your clue, so if trying to get your teammates to guess lemon and octopus you cannot say “sour, eight.” The words your spymaster uses for clues cannot be any of the words visible in the grid either.

- The next part of the game is guessing the cards that go along with your spymaster's clues. All other teammates may discuss on what they think the clue could mean. Once they have their guesses, they may start locking them in, and this happens when a teammate touches a card. No changes can be made once a card has been touched.
- The game can end a couple of ways. Either team can win by having all their team's clues covered before the other team, or the opposing team wins if your team ever guesses the assassin.