



## Mind Sprint Sample Name Game

Sample Materials  
Academictriathlon.org

**QUICK SET-UP:** Cut apart the card stock that contains all of the rhyming terms. Do not worry about keeping them in order, but familiarize yourself with the terms, as you'll need to judge whether the teams answer the exact same terms that appear on the cards. You may wish to stand next to the clue-giver as you score, to make sure they are receiving exact responses. (An additional, 11x17-inch copy is included here for your use, too.) Decide where the team should run this relay. They need to have a stack of cards at least 10 to 15 feet away from their starting line. [These cards included phrases such as "fan ban" and "Tooth Booth".] Read over the portion called "Conducting the Mind Sprint", below, to find out the assignment and objective of this exercise. Remember not to read the bracketed [ ] information out loud. Decide where you will stand or sit to score and time this event. Locate the score sheet and a pencil or pen. You're ready!

**OBJECTIVE:** To give students a problem which fosters cooperative problem-solving, teamwork, creative and divergent thinking.

**Conducting the Mind Sprint:** [Make sure the team entering the room is the scheduled team. Then say,] This Mind Sprint will challenge people who like to think in rhymes. For instance, there's a card in the stack [on this table, at the desk, etc.] that says something like "yellow Jell-o". If you pick the card, you need to give clues such as "lemon pudding-like dessert" or "it might be gold in a mold" until the rest of your team guesses that the card reads "yellow Jell-o". You may not say any of the words that appear on the card. You may give as many clues as it takes to get the team to answer correctly. Their answers must exactly match what the card says. In case of doubts, I'll determine whether they got the answer correct.

If you draw a card and it contains a word you don't know, you may use your dictionary to define it, then give clues to the team. If you decide that the team just isn't going to get a card, you may pass and return to the end of the line; but you won't earn points for your turn. If you *do* decide that the card is impossibly hard, read it aloud, so I know which term you're eliminating.

You'll have seven minutes to do all of the cards. By the way, you must hop on one foot, sashay, tiptoe or in some other way do anything but run or walk naturally to get to the cards. Any questions? [Answer them; then indicate who should start and say:] Begin!

**Conducting Part 2 of the Mind Sprint:** [IF TEAMS FINISH EARLY:] Now stand in a circle and tell me as many more rhyming terms as you can think of in the time remaining. I'll give you five points for each one. You may pass, if you wish, but then you must leave the circle and your turn is over, so take a little time to think so you can earn points for your team! Your terms should contain an adjective and a noun, not just two words that rhyme. For instance, you could say "sold gold". Begin! [Call time at the end of the Tri, or at 3 minutes, whichever is shorter.]

**Scoring:** Each correct answer is worth 10 points. You may use hash marks to score this Mind Sprint. You may wish to have someone else listening to their answers with you. If they give an incorrect answer, they need to give a correct one, and may earn points for their subsequent response.

As you tabulate scores as described above, **please watch for any student or team that exhibits outstanding creativity, as this person or team is eligible for the Mary Ann Berdan Creativity Award.** (If so, please bring it to the attention of the Host/Facilitator.) Please reward these special students and teams at this Meet!

Also, kindly return any moved equipment for the classroom teacher, and turn the materials back to the Host/Facilitator, as they become the property of the hosting school at the conclusion of today's Meet. Thank you for running this Mind Sprint today!