



Engagement Hooks

Try these engagement hook strategies to get your students fired up to learn!

Ideal to Real

Learning is more engaging when we see, hear, and touch what we're learning about. Make learning concrete by incorporating costumes and props. Learning about railroads? Bring in a railroad spike. George Washington? Find yourself a wig, dress up, and play the role yourself!

Charades

Games make learning fun. Up the fun in your classroom by playing charades to get students thinking about key concepts from any subject area. Guess whether the actor is pretending to be a proton, neutron, or electron—or the legislative, executive, or judicial branch.

Pictionary

This is another great way to “gamify” key concepts. Studying Greek myths? Have your students draw and guess the gods and goddesses. Doing some geography? Draw and guess different countries from around the world!

Rocks or Not?

Get students moving around the classroom as they form and share opinions. Have students pick a side of the room based on whether a topic rocks, or not. For instance, they can choose whether Christopher Columbus was a great man or a villain—or anywhere in between. Let them move around as they change their opinions based on the evidence presented.

Apples to Apples™

We learn through play. Foster curiosity and intrinsic motivation with this gamification strategy. For example, play the game Apples to Apples™ by making cards with key concepts on them. Judges will take turns deciding which of two concepts are the most similar. Are exponents more like division, subtraction, or addition? Is air more like sun, soil, or water?

Top Secret

There's nothing more tempting than forbidden fruit—so use the Top Secret strategy to make knowledge a mouth-watering apple. Before you teach new content, close the door. Tell them you don't want anyone to find out that you're teaching them this idea. Take advantage of the fact that people are fascinated by the illicit.

To see an Engagement Hooks strategy in action, check out this Blue Apple project:



Energy is expensive. Plus, using too much energy is bad for the planet. In this project, students will conduct an energy audit of their school to help the planet—and their school's pocketbook. Then, they will design, test, refine, and share solutions to reduce energy consumption. Finally, students will pitch the costs and benefits of their solutions to stakeholders.



To explore this project and others, visit BlueAppleTeacher.org