

Get Plugged In

Learning Activity: Mad Gab

Spatial Requirements: Regular classroom setup: little or no space required

Activity Type: Movement/group

Grades: 7-12

Group Size: 4 or more

Time: 10-15 minutes, with possible out-of-class homework time

Introduction: When we are faced with challenges in life, we are more likely to be successful when we are plugged in to a wide support network. This activity encourages students to utilize their own network to solve problems and overcome challenges.

Materials:

- Mad Gab Worksheet (The answer sheet is attached; the student sheet may be found at www.whytry.org/activities.)

Activity:

Print enough worksheets for each person and distribute them. The object of the game is to have each group figure out the solution to as many of the commonly used phrases from the worksheet as they can. You may want to do some sample phrases together before beginning.

Divide the class into groups of four or five. Give the groups 10 to 15 minutes to work on their sheets, motivating them with possible incentives (food, late passes, free assignments, extra points, etc.). Give an increased incentive for the team that brings the most solutions to the next class period. Encourage them to utilize as many people to help them with the worksheet as possible – parents, friends, coaches, school personnel, etc. Share the answers during the following class period.

Processing the Experience:

- What did you enjoy about this game?
- How much more were you able to complete with the help of others?
- What outside resources did you use?
- Are these people you go to when you are faced with challenges in life?
- Why does getting plugged in help us accomplish more in life than we would be able to on our own?

Aim Hiker O's Cope
A Mere Eye Can Eye Dull
Seek You're It Heap Lank Kit
Ace Cam Mar Test
No Sayer
You Knee Verse Sails Duty Owes
Shy Niece Sheik Anne's Hal Ad
Aid Us Tier Owed
Pen Jitters
Hive Cot Whom Hop Thief Lower
Hit Snowed Ice
Use Header Moth Fuel
Mash Who Sun Tide
Chain Jeff Pays
Daunt Rink Hand Arrive
Tour Tea Etch Hips
Thud Era Belt Ooze
Fooled Forth Halt
Dew Wino Hue
Tack Seed Rye Fur
Tube Row Tacked Ant Surf
Sit Chores Height Sigh
Pretty Shack Sent
Hemp Yule Lance High Wren
Up Air Oh Tin Issues
She Can Catch A Tory
Ache Kinks Ice Sped
Soon Knees Hide Hup
Rye Sorrow Knee
Nay Jerk Halls
Amos Ooze
Dawn Dude Rugs
Plea Sleeve Amass Itch
Ache Hunt Trim Aisle
Chest Hey Kitty See
Hocks Verdict Shun Airy
Ma'am Fizz Tenor Sea
Egg Aim Much Egg Curse
Ide Hen Tickled Wins
Why Pup Dispelled Chews
We Knit Train Sip Oars

A Microscope
American Idol
Security Blanket
A Scam Artist
Nose Hair
Universal Studios
Chinese Chicken Salad
A Dusty Road
Pinch Hitters
I've Got to Mop the Floor
It's No Dice
You Said A Mouthful
My Shoe's Untied
Change Of Pace
Don't Drink and Drive
Tortilla Chips
The Terrible Twos
Food For Thought
Do I Know You
Taxi Driver
To Protect And Serve
Set Your Sights High
British Accent
Ambulance Siren
A Pair of Tennis Shoes
Chicken Cacciatore
A King-Size Bed
Sunny Side Up
Rice-A-Roni
Nature Calls
A Masseuse
Don't Do Drugs
Please Leave A Message
A Country Mile
Just Take It Easy
Oxford Dictionary
Memphis, Tennessee
A Game Of Checkers
Identical Twins
Wipe Up The Spilled Juice
When It Rains, It Pours