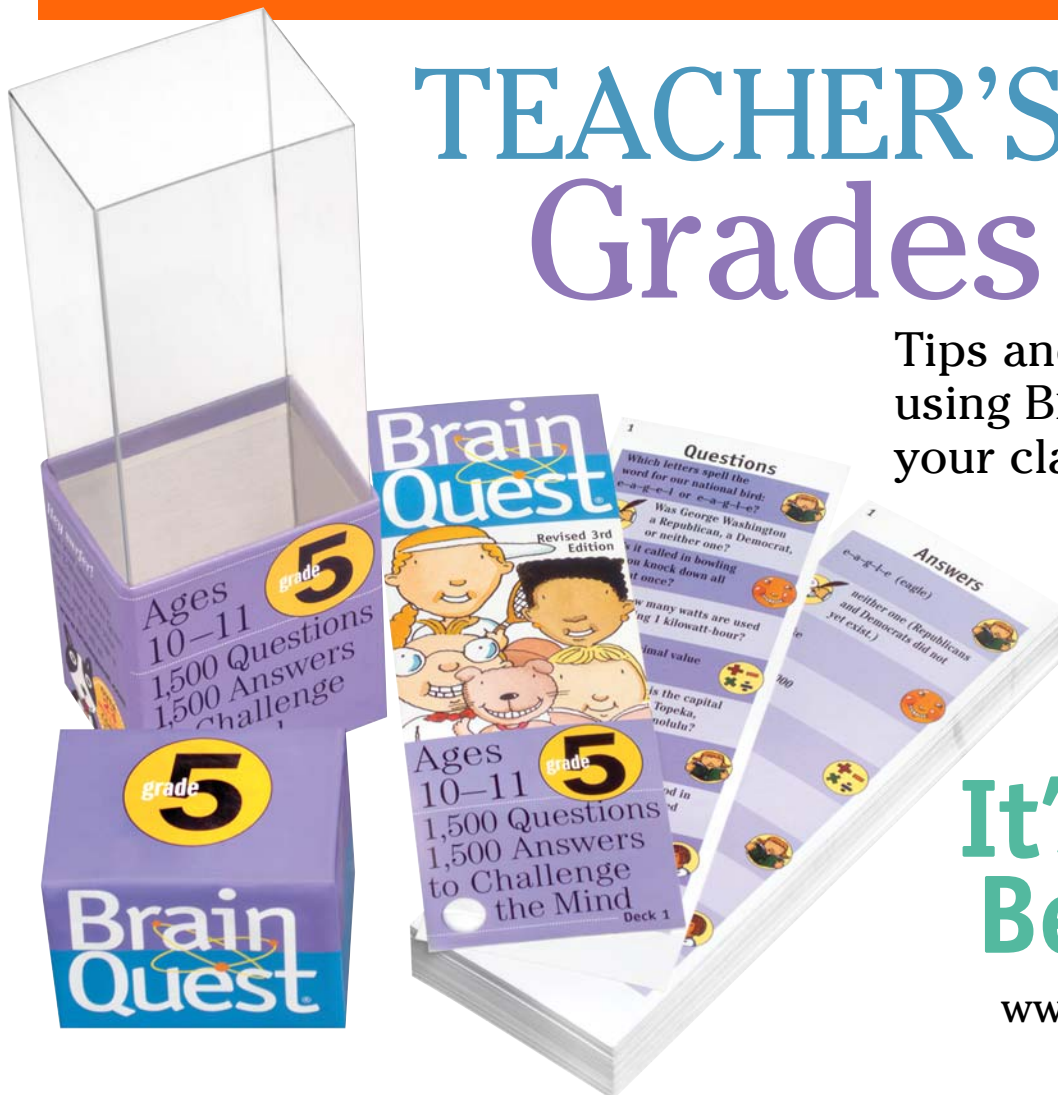


# Brain Quest®

## TEACHER'S GUIDE Grades 4-7

Tips and activities for  
using BRAIN QUEST in  
your classroom

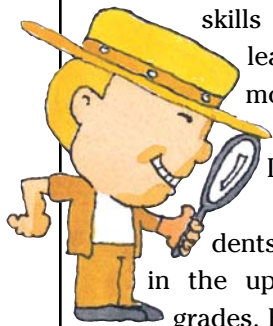


It's O.K. to  
Be Smart!®

[www.brainquest.com](http://www.brainquest.com)

# HELPING EVERY STUDENT FEEL IT'S O.K. TO BE SMART!®

**W**ith the increased emphasis on accountability, teachers need easy-to-implement tools that help students develop and practice concepts across curriculum areas. BRAIN QUEST is just such a tool, offering proven, challenging, fun ways to help students prepare for standardized testing. However, BRAIN QUEST does more than just provide opportunities for students to practice skills and acquire knowledge—it makes learning exciting! Students thrive in an atmosphere that celebrates achievement. BRAIN QUEST helps students discover It's O.K. to Be Smart!



While this is a vital message for students to take to heart at any age, it's critical in the upper elementary and middle school grades. BRAIN QUEST can help you combat peer pressure that, at this age, often pushes students to bury their desire to learn and excel. Instead, classrooms using BRAIN QUEST typically develop positive peer pressure as students gain recognition for their hard work and academic achievement.

## Make It's O.K. to Be Smart! Your Classroom Motto

Invite students to design It's O.K. to Be Smart! stickers and banners. Students may use computer software to develop their designs or create their artwork using paper and markers. Display the students' work around the room, using stickers to decorate notebooks and the Brain Tickler center.

## Set Up a Brain Tickler Center

BRAIN QUEST is a great activity for students to use in pairs or small groups, making it an ideal focus for a learning center.

To set up your Brain Tickler center, designate a classroom space where a small group of students

can work together comfortably. Create a sign to identify the center and display an It's O.K. to Be Smart! banner in the area. Furnish the center with a table and chairs. Store the BRAIN QUEST cards, other thinking skills materials, and reference books such as encyclopedias and dictionaries on a nearby bookshelf so students can easily look up answers or explore question topics. If computers are available in your classroom, encourage students to conduct searches for information on the Internet as well.

## Encourage Collaborative Learning with BRAIN QUEST

Because students will be working together and sharing materials in the Brain Tickler center, it becomes a meaningful setting for collaborative learning.

Structure the Brain Tickler center to eliminate as many conflicts as possible. For instance, limit the number of students who can use the center at any one time. Since each BRAIN QUEST pack contains two decks of questions and answers, limit the number of students in the center to two groups, with two or three students per group. When you introduce BRAIN QUEST, invite students to suggest ways to collaborate, such as alternating roles as questioner and answerer.

Help students avoid the "competition trap" by encouraging them to set individual goals, such as so many correct answers out of so many questions asked. Alternatively, have students work in pairs to increase their success with BRAIN QUEST.

Finally, talk with students about the difference between being proud of their achievement and boasting or teasing that hurts others. You want them to

feel It's O.K. to Be Smart!—but it's not O.K. to make others feel dumb!

### Why I Love BRAIN QUEST

REBECCA  
Class of '05

University of Pennsylvania  
"I was a BRAIN QUEST kid. My fifth-grade class LOVED BRAIN QUEST. Our teacher used it as a reward. We burned through the fifth-grade and sixth-grade decks. I don't know what happened to most of my classmates, but I'm at an Ivy League school."

## Teaching with BRAIN QUEST

Keeping BRAIN QUEST decks at the ready helps you fill the small gaps of time that occur throughout the day, including arrival times, before and after lunch, when lining up, and before dismissal. Use the following suggestions for incorporating BRAIN QUEST into your classroom, both as a transitional tool and as a way to teach and reinforce knowledge and skills.

## Wake Up Your Brain!

Spend a few minutes each morning energizing your students' thinking. Each morning, write five BRAIN QUEST questions on the chalkboard. (You may choose to review a specific subject or choose random questions. From time to time, you may want to add variety by using questions from specialty packs, such as BRAIN QUEST America.) As students arrive, have them work in groups to answer the questions. Confirm the answers after the bell rings. Award points for correct answers and bonus points for correct spelling.

## Play Ball!

Turn a BRAIN QUEST review session into a football game. Draw a football field on a poster board, including the 10-yard lines. Divide the class into two teams. Place a marker for each team on the 50-yard line. Ask the first person on Team 1 a question. If the answer is correct, move the marker 10 yards toward Team 1's goal. The first player on Team 2 then takes a turn. Continue alternating questions between teams. When a team's marker moves into the end zone, they score a touchdown. Record the score, move the marker back to the 50-yard line, and resume play.

Challenge students to review a particular subject or ask questions randomly from each card. Increase the difficulty by asking questions from the next grade level's BRAIN QUEST edition.

## Read All About It!

Encourage students to develop their writing skills by creating a BRAIN QUEST newspaper. Ask them to note interesting topics in a special BRAIN QUEST notebook. For instance, one of the science questions on Grade 4 Card 19 asks, "What does an octopus spout to cloud the water and escape from an enemy?" Students may decide to research the self-defense mechanisms of the octopus and other animals, then write and illustrate an article telling what they have learned. The English question on Grade 5 Card 73 asks, "If you have a 'chip on your shoulder,' are you tired, in a hurry, or defensive?" Students could illustrate the literal meaning of the saying and then provide the actual meaning. The fact and opinion question on Grade 7 Card 98 ("Cars are always bad and should be banned.") might spark an editorial in which the writer supports an opinion with facts.



## Challenge Week

Designate at least one week each month as Challenge Week. Post five BRAIN QUEST questions in the Brain Tickler center and provide an envelope for submitted answers. Students have all week to solve problems, research, and rack their brains for the answers. Reward those who have four or five correct answers.

## Word Master

This popular version of the Hangman word guessing game reinforces a multitude of skills. Divide students into teams. On the chalkboard, draw a line for each letter in the leader's secret word. Individual players on each team take turns answering questions from the BRAIN QUEST deck. Each time a correct answer is given, that player's team gets to choose a letter for the word puzzle. The first team to guess the word prior to filling in all of the lines wins. Keep score by giving each team a point for a correct answer as well as bonus points for solving the word puzzle.

## American Ingenuity

Kick off a study of American inventors and inventions using the BRAIN QUEST America pack. Feature questions from these decks in the Brain Tickler center or classroom challenges to check students' prior knowledge. Encourage students to find and share interesting information about inventions featured in the BRAIN QUEST America deck. Poll the class to find out which invention they think has contributed the most to American life.

## BRAIN QUEST Decathlon

Wind up your school year with a bang by organizing a BRAIN QUEST decathlon for your grade level. Set up ten stations by theme (e.g., BRAIN QUEST America) or by subject area (e.g., math, science, English). Each station will need a deck of BRAIN QUEST

### Why I Love BRAIN QUEST

**EMMA DELLA ROCCA**

Principal  
Staten Island, NY

“The excitement and interest generated by BRAIN QUEST was excellent. The program gave our children the chance to demonstrate their knowledge and feel positive about their ability to compete against their peers.”

cards, scoring sheets, and a moderator.

Divide students into teams of four or five. Appoint one person (teacher or volunteer) to be the timer. At the signal, teams begin rotating through the stations. Moderators ask questions and keep track of each team's score. When time is up, teams move to the next station. After teams have visited each station, tally the

scores to determine the champions and celebrate everyone's achievements.



Please visit [www.brainquest.com](http://www.brainquest.com) for  
**FREE** downloadables for your classroom,  
 more tips and techniques from teachers, and the  
**BRAIN QUEST 2-Minute Challenge.**

To obtain BRAIN QUEST products, check your local retailer  
 or call Workman Publishing at (800) 722-7202.

**BRAIN QUEST Grade 4**

*1,500 Questions & Answers  
 to Challenge the Mind*  
 For Ages 9-10  
 ISBN 0-7611-3765-3



**BRAIN QUEST Grade 5**

*1,500 Questions & Answers  
 to Challenge the Mind*  
 For Ages 10-11  
 ISBN 0-7611-3766-1



**BRAIN QUEST Grade 6**

*1,500 Questions & Answers  
 to Challenge the Mind*  
 For Ages 11-12  
 ISBN 0-7611-3767-X



**BRAIN QUEST Grade 7**

*1,500 Questions & Answers  
 to Challenge the Mind*  
 For Ages 12-13  
 ISBN 0-7611-3768-8



**Other BRAIN QUEST Products  
 for the Classroom**

**BRAIN QUEST America**

*850 Questions & Answers  
 Celebrating Our Nation's  
 History, People & Culture*  
 For Ages 9-12  
 ISBN 0-7611-3775-0



**BRAIN QUEST Black History**

*850 Questions & Answers  
 Challenging Your Knowledge  
 of African-American Heritage*  
 For Ages 9 & Up  
 ISBN 0-7611-3996-6



**BRAIN QUEST Hispanic America**

*850 Questions & Answers about People,  
 Places, Culture & Language*  
 For Ages 9-12  
 ISBN 0-7611-3997-4



**BRAIN QUEST Presidents**

*850 Questions & Answers  
 about the Men, the Office,  
 the Times*  
 For Ages 9-12  
 ISBN 0-7611-3998-2

