## ROULETTE whole brain teaching

**IMAGES** 

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The text designed from Flaticon. CEIP Mario Benedetti









ROULETTE: Roulette is a game that requires 1 roulette and 28 task cards.





OBJECTIVE: Guess what pictures symbolize or give an example for the category!

In this game, there are endless possibilities. Choose one set of task cards to decide the objective of the game. Set up each circle around the roulette. Lead one student to spin the roulette. He or she will guess what the picture symbolize or give an example for the category. If answer is correct, that student earns one point. The winner is the one who gets more points.

## NOUNS: person























































