



## 2. Poll Everywhere: <http://www.polleverywhere.com/>

Basic idea: A "poll" is a question (either multiple choice or open-ended). Create a {free} account and create your own polls ahead of time or on the spot. Students can respond with phones or you can use computers. If you are having students share a device to respond, be sure to enable multiple responses to the poll.

Uses:

- get anonymous feedback
- let class members vote on something related to the content (What is the most important spiritual trait Nephi had? What is your favorite word in this scripture? Who is more likely to follow the commandments, person x or person y? What do you think is the hardest commandment of all to follow? The easiest?)
- let class members vote on something as an introduction to a lesson (How much of a problem do you think sibling rivalry is in general? {Nephi and his brothers} Who is least likely to go on a mission: Laman, Lehonti, King Noah, Amalakah?)
- share thoughts from the lesson at the end (What do you think was the most important thing we talked about today? Who in the scriptures today was making the very best choices? Whose actions do you think will have the longest term consequences? On a scale of one to five, how important do you think the principles we discussed today are?)

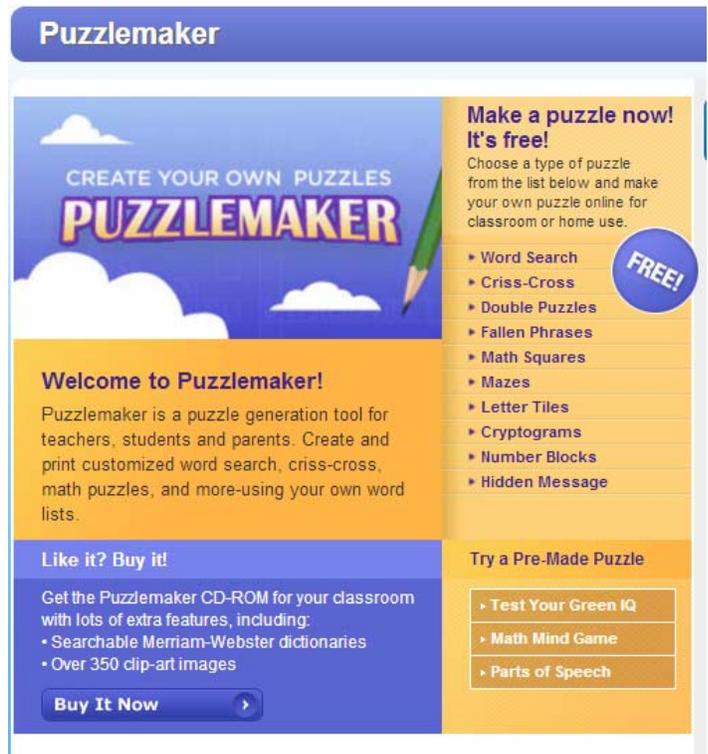
The screenshot shows the Poll Everywhere interface. At the top, there is a section labeled "Poll Question:" with a text input field containing "What's your favorite color? Red, Blue, or Green". Below this is a section titled "How will my audience respond?" with two radio button options: "Open Ended" (selected) and "Multiple Choice". To the right of these options, there is a description: "Your audience can respond with anything." and "You can set more advanced options later." Below this are four icons representing different response styles: "Text Wall" (a blue box around a list of text boxes), "Ticker" (a single text box with a dot), "Cluster" (a group of text boxes), and "Word Cloud" (a cloud shape). At the bottom, there is a section "Add another poll:" with a "ProTip™" icon and a text input field containing the same question. Below this are two buttons: "Watch the tutorial on creating polls" and "Cancel", and a "Create →" button.

**Extra Tip:** Visit [ldsteach.org](http://ldsteach.org) (note - you can download this handout there on the resource downloads page) or [pinterest.com/ldsteach](http://pinterest.com/ldsteach).

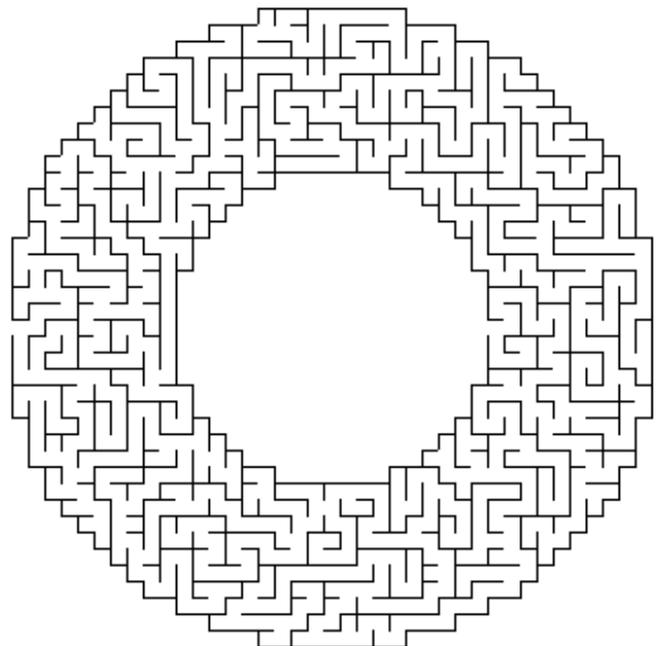
### 3. Discover Puzzlemaker: [www.discoveryeducation.com/puzzlemaker](http://www.discoveryeducation.com/puzzlemaker)

Uses:

- create wordsearches to go along with lessons or for General Conference preparation
- use the hidden messages or fallen phrases puzzles as lesson introductions
- invite class members to suggest words for a certain topic word search (What are words we would use in a word search about eternal life?)
- create a puzzle about a topic or character and ask class members to evaluate it ("Which of these words doesn't belong in a crossword about Joseph Smith?" or "Which of these words best describes the principle of agency?")
- create a crossword and then don't give the class members the words. As you go through the lesson, write words that appear in the crossword on the board and let them figure out where they go in the puzzle.
- use for review of a topic
- use as a metaphor or object lesson (How is Lehi's family's journey in the wilderness like this maze? Why is it appropriate for the shape to be a wheel or circle? What would be an even better shape for a Lehi family maze?)



The screenshot shows the 'Puzzlemaker' website interface. At the top, there's a blue header with the word 'Puzzlemaker' in white. Below the header is a large blue banner with the text 'CREATE YOUR OWN PUZZLES' and 'PUZZLEMAKER' in large, bold, yellow letters. To the right of the banner is a yellow box with the text 'Make a puzzle now! It's free!' and a list of puzzle types: Word Search, Criss-Cross, Double Puzzles, Fallen Phrases, Math Squares, Mazes, Letter Tiles, Cryptograms, Number Blocks, and Hidden Message. A blue circular badge with the word 'FREE!' is next to the list. Below the banner is a yellow box with the text 'Welcome to Puzzlemaker!' and a description of the tool. To the right of this box is a blue box with the text 'Like it? Buy it!' and a 'Buy It Now' button. Below the 'Buy It Now' button is a yellow box with the text 'Try a Pre-Made Puzzle' and three buttons: 'Test Your Green IQ', 'Math Mind Game', and 'Parts of Speech'.



## 4. PowerPoint Games

Use games in the class or home to:

- review
- generate interest
- gamify the entire lesson
- have students create games themselves (makes great make-up work for Seminary)
- make the mundane more exciting

Find PPT games here:

<http://lds.teach.org/resource-downloads>

<http://bit.ly/pptgames2>

<http://bit.ly/pptgames3>

## 5. Print to Post-its

Use this to:

- pass out assigned scriptures
- make “glue-ins”
- arrange things in order (chronological, ranking, etc.)
- be able to use the same notes over and over without recopying

Directions:

1. Print out the template you want on cardstock. You'll use this over and over, so cardstock is better. Let's call this the master template.
2. Download the template that you'll actually be typing in. You can find it at <http://www.ldsteach.org/resource-downloads>. These templates are the same except the one you're downloading has no lines on the boxes so that you don't print them. Don't worry that it looks like a blank page! The boxes are there! Let's call this the typing template.
3. Using the typing template, type whatever you want in the boxes, even images!
4. Place a post-it note over every square on the master template that matches a square you typed in on the typing template – it's okay to use all or only one!
5. Put the master template in the printer and print the typing template (it's got what you want printed in that document). Make SURE you've got the notes facing the right way (top of the notes pulling through the printer, not the flappy end). And....voilà...post-its from the printer!

