

Six questions. One clear scoring plan.

An example for a table-team review game. Adapt the questions, timing, and participation format to your class. Points belong to this activity, not assessment grades.

Teams	Owls, Foxes, Otters, and Robins.
Scoring	1 point for a correct answer; 1 for an explanation meeting a criterion announced with the question. Score each part separately.
Opportunities	The same 6 questions for all teams. Up to 2 points per question; maximum 12 per team.
When to award	After all answers are submitted and checked. Rotate the person explaining between questions.
Corrections	Use the answer key and paper log to correct the total. No extra penalty for a scoring-entry mistake.
Finish and ties	Finish after question 6. Equal totals share a place.

Score log

Record 0, 1, or 2 per question. Enter the running total on your board.

Team	Q1	Q2	Q3	Q4	Q5	Q6	Total
Owls	2	2	2	1	2	0	9
Foxes	2	1	1	2	0	2	8
Otters	1	2	1	0	2	2	8
Robins	0	1	1	2	1	1	6

Optional cooperative version: announce a shared target of 24 before starting. The example class earns 31 of 48 possible points. Check the combined total manually; the board does not issue rewards.

Agree the rules. Then start the points.

Activity: _____ Date: _____

Who participates?	
What earns points?	
Maximum per question	
Answer window / roles	
Finish / reset time	
Tie policy	
Goal / recognition	

Keep the round log here

Team / alias	Q1	Q2	Q3	Q4	Q5	Q6	Total

Corrections / notes: _____

Afterwards: Were the rules clear? Did every group get the same opportunities? What will you change next time?

Copy this sheet for classroom use. Use team names or aliases on shared displays.

scorekeeper.co/blog/classroom-points-system