Ideas to Make Tests More Fun

Tests and fun aren't two words you often hear together in the same sentence. While our primary goal when crafting assessments is certainly not entertainment, there are kid-friendly touches you can add to the test.

Hidden Directives

Hidden directives are zany directions that you hide within more mundane directions. The purpose of hidden directives are two-fold. First, they show whether or not students are actually reading the directions. Secondly, they keep the test unique and fun. Hidden directives can include

Draw a heart above your last name

Jump out of your seat and start doing jumping jacks

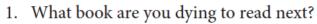
Draw a picture of your favorite movie star in the bottom left hand corner

Survey Says

End the test with survey questions such as:

- 1. Star the question that you thought was the easiest. Circle the one that you thought was the most difficult.
- 2. (List week's learning aims) Which aim do you feel you most solidly mastered? For which do you need more help?
- 3. Write down your current conferencing goal. On a scale of 1–5, rate yourself on it.
- 4. What steps do you need to take (list three) in order to master your conference goal?

Or, try questions like the following:



- 2. Did you get enough time to independently read in class this week?
- 3. How is at home reading going?

You can also make them zany like:

1. How do you want me to style my hair tomorrow?

Thought Bubbles

Change fixed mindset in your language when talking about assessments. Celebrate student hard work while they test. Before making copies of your next test, draw thought bubbles with encouraging shout outs like *I am so proud of you for working hard*! or *Your grit on this test is helping you climb the mountain to college*! Instead of celebrating the honor roll during assemblies, principals could celebrate effort and self-efficacy by saying, *Dominic continues to work hard during science. He embraced challenges by being receptive to feedback on his labs. I'm proud of his persistence and continued love of learning.*

I'm Done Jar

Create a jar for students who finish early. When they finish, they draw a slip from the jar and that's the activity they get to work on for the rest of class.