

# **Name That Tune**

## **Activity Period 1**

**10:50 -11:30**

**Room: Room 252**

**Advisor(s): Shields, Dwyer**

**StGovtContact: Sarah Ferdinand**

**PLEASE NOTE: Need iPod loaded with songs**

*Teacher Advisor: Please read these rules to the students before the activity begins. Thank you!*  
*~ Student Government*

The object of this activity is to...  
participate and have fun!

The rules of this activity are...  
The object of this activity is to win as many games as possible!

The winner of this activity will be based upon ...  
the number of winning games; class who wins the greatest number of games earns 4 points,  
second greatest earns 3 points, third greatest earns 2 points, and the class with the fewest  
participants earns 1 point. If there is a class that has no participants in the activity, they will earn  
0 points.

*(tear on dotted line and return to Library Classroom at the end of THIS activity period)*

---

# **Name That Tune**

## **Activity Period 1**

**10:50 -11:30**

(circle ONE grade level for each place below)

1<sup>st</sup> Place (4 points):      9      10      11      12

2<sup>nd</sup> Place (3 points):      9      10      11      12

3<sup>rd</sup> Place (2 points):      9      10      11      12

4<sup>th</sup> Place (1 point):      9      10      11      12

0 participants (0 points):      9      10      11      12