

Review Activities

Set up is simple. Have your students divide into two groups (A and B). Have one group (half your students) line up shoulder to shoulder. Have the other group of students line up facing them, so they are about an arm's length away. You should end up with each person facing a partner. You can jump in and play if you have an odd number of students! Pose three review questions to your students relating to your content. Have group A verbally quiz their partner with those three questions. After their partner in group B has responded, shift one of the lines down by one person so that each student is facing a new partner. At this time group B will ask the review questions. Continue in this manner for five or six rotations, by which time students will have asked and responded to your review questions many times!

Change up. Like the style but want to take your students' learning to a higher level? ***Have students generate review questions.*** In the last five to ten minutes of class, give students a chance to review their notes and each generate 3 questions and answers. Line students up and have them ask their partner the questions they developed. Give them time to share the correct answer if necessary!

Wordle

An exciting new find for me just might be a creative way to connect with your students! I came across a great resource online called "Wordle". As stated on the web page, "Wordle is a toy for generating 'word clouds'". A word cloud is an artistically designed group of words, which look strikingly similar to the binder covers we just talked about. Simply go to the [Wordle website](#) type in or copy and paste the text you want to use, and Wordle will generate an eye-catching word cloud. Click "randomize" to sort through a myriad of design options to meet your need. You can save your image to the public library, or with the image in view, press your "print screen" button, paste in paint, and save as a jpeg file.

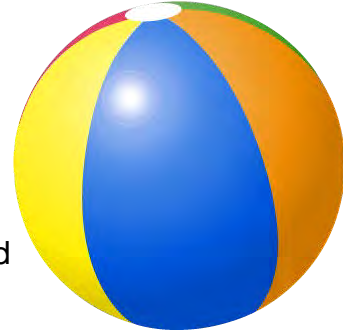
So how can this fun "toy" be used as an educational tool? The opportunities are endless - but here are two quick ideas:

- Have your students create a review page for a test or chapter summary using Wordle. Students can save the image to a flash drive or print and submit for grading. Students will have so much fun playing with Wordle; they may not even realize they are reviewing relevant content!
- Create a Wordle "word cloud" at the end of each unit with key terms students should know. Spice up a vocabulary wall by placing one of these images up as you transition to each new subject area, or use in a PowerPoint presentation.

Beach Ball Review

Here is a fun way to bring a little summer into your classroom, while integrating an effective review technique. All you need is a beach ball (quick, they're on sale right now!) and a permanent marker.

1. Brainstorm a list of common review questions you might ask in your classroom. Here are some examples: What happened? What is the main idea? How would you explain this concept to a younger student? Summarize this into 3 key words.
2. Now brainstorm a list of sentence stems that would cause a student to recall important information, or clarify questions. Here are some examples: The most important point from today's lesson was.... I would like more clarification on I feel most comfortable with the concept about....Let's review one more time the section about....
3. Once you have a good list of review questions and sentence stems, blow up your beach ball. Use your permanent marker to write these questions and stems randomly around the ball.



Introduce the beach ball review to your students. When it is time for an energizer, or at the end of class, pull out the ball, and toss to a student. The student is to respond to the question or stem that is closest to their pointer finger on their right hand. After responding, the student can toss the ball to another student. For a variation, have students stand in a circle to catch the ball.

You can create multiple beach ball review tools for different units, or you can create one general review ball which can be used throughout the year. Students will enjoy this fun twist to learning!

3-2-1 Review

Take a few minutes at the end of each class period to gather data about what students have learned or understood. On a 3x5-inch index card, ask students to do the following: respond to a question, sketch their understanding of a concept, write a 3-2-1 summary (e.g., three important ideas they learned today, two questions they have, one thing about the class that really supported their learning), etc. The information provided on the card can afford the instructor a lot of data to make decisions about how to approach the next class.

The following are some specific strategies for gaining feedback from your students, adapted from *Classroom Assessment Techniques* by Thomas Angelo and Patricia Cross (1993).

- **The Minute Paper**

The minute paper is a short exercise in which you ask students to write for one minute on two questions: What was the most important thing you learned today?; and, what question still remains in your mind after today's class?

- **The Muddiest Point**

This assessment method is similar to the minute paper. Students write a one-minute essay on the muddiest point that remains in their minds after a lecture, demonstration, or presentation.

- **The One-Sentence Summary**

In this method, students write and then discuss a one-sentence summary that describes the content covered in class.

- **Directed Paraphrasing**

In directed paraphrasing, students summarize a concept or procedure in two or three sentences.

- **Applications Cards**

Here, the instructor asks students to think of real-world applications of topics discussed in class.

Picture This!



They say a picture is worth a thousand words, but could it also be worth a thousand careers? This activity engages your students while opening their eyes to the world of careers which surround us every day.

Setup: Find a few pictures of things that would catch students' attention. You may snag a picture of a surfer on a huge wave, a jet fighter pilot upside down in the air, a fancy shopping mall or an Olympic athlete. Print these pictures post around the room.

Execution: Divide students up into even groups with one group at each image. Students are given the task of evaluating the image and brainstorming as many careers as they can think of, which are associated with the picture. For example, an image of an Olympic swimmer might yield the following careers: physical trainer, swim coach, nutritionist, fashion designer of swimwear, researcher who tests swimwear for speed, etc.

Use these images to open a conversation about careers, as you condition your students to begin looking at the world as a sea of endless job opportunities. You may wish to have students further research certain careers and report back. Tailor this activity to your class by finding images which encompass careers related to your subject area.

Bumper Sticker

- **Bumper Sticker Review:** At the end of a class session, chapter or unit, give each student a bumper sticker sized piece of paper. Students are to create a bumper sticker which reiterates the main concept(s) covered. Post bumper stickers around your room to serve as a fun mental reminder of concepts covered.
- **Bumper Sticker Preview:** Take a look at the chapters/concepts you will cover throughout the year. Assign 1-2 students to each concept. Have students quickly preview the content and create a bumper sticker which gives an idea of what is to come. Post these bumper stickers in order around your room, to use as an anchor and preview for major concepts.
- **Values Bumper Sticker:** Working on instilling values in your students? As you cover a new value or character trait, such as honesty, responsibility, or trust, have students design a bumper sticker which expresses the importance of exhibiting this trait. Post these bumper stickers and use as a reminder when students are not living up to character expectations.
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Children's Book

- **Create a children's book:** As you wrap up your next section or unit, have students work individually or in pairs to create a children's book which teaches the major concepts covered. Ask students to brainstorm what makes a children's book good - pictures, easy to understand, funny characters, etc. As your students are challenged to take complex concepts and put them into simple terms, they will get a deeper understanding of the material in your class. Arrange a time for your students to read their stories to elementary students, or simply have a story sharing time in your class. After hearing 15 short stories about photosynthesis, your students are bound to remember the steps!

The Making of a Band

The Making of a Band

Here's your chance to discover your musical marketing expertise. You will create a musical group and 10 tracks for a brand new CD. This CD is going to be a one of a kind creation because it must focus on the horticulture terms you have learned in the past week. Here are the steps to follow for horticulture musical hall of fame recognition.

1. Think of a name for you new musical group.
2. Think of a title for their breakout album (CD).
3. Develop 10 song titles. Each song title must use one of the following horticultural terms. You must incorporate 10 different terms into the title of your songs.

Floriculture

Pomology

Germination

Propagation

Adventitious

Cambium

Phloem

Fertilize

Horticulture

Margin

Chlorophyll

Transpiration

Evaporation

Xylem

Internode

Any of the 16 essential elements for plant growth

4. You must record each term you use and define it on a piece of lined notebook paper.
5. You must create an attractive looking CD cover and song list with all of the information from steps 1-4
6. EXTRA CREDIT - Pick one song title and develop at least 4 lines of lyrics for that song.

Grading Table

10 song titles	10 pts
10 terms defined	10 pts
Band name	2 pts
CD name	3 pts
Creative CD cover	5 pts
TOTAL	30 pts

Band name, CD title, and song titles that are inappropriate or offensive (use religious, racial, or negative comments) in any way will result in a score of 0 (grade = F) and an hour of detention.

Are You
SMARTER
Than Your
Ag Class?

Template Sponsored by the
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Do You Think You Are

SMARTER

Than Everyone in your ag class?

Well now is your chance
to prove it!

Cheats

COPY

PEEK

SAVE

Your Grade

60% F

70% D+

80% C+

90% B+

100% A+

Choose a Subject

Insert Ag Unit #1

Insert Ag Unit #2

Insert Ag Unit #3

Insert Ag Unit #4

Insert Ag Unit #5

Ag Unit #1

Insert Ag Unit #1 Question

Ag Unit #1

Insert Ag Unit #1
Answer

CORRECT ANSWER



Ag Unit #2

Insert Ag Unit #2 Question

Ag Unit #2

Insert Ag Unit #2
Answer

CORRECT ANSWER



Ag Unit #3

Insert Ag Unit #3 Question

Ag Unit #3

Insert Ag Unit #3
Answer

CORRECT ANSWER



Ag Unit #4

Insert Ag Unit #4 Question

Ag Unit #4

Insert Ag Unit #4
Answer

CORRECT ANSWER



Ag Unit #5

Insert Ag Unit #5 Question

Ag Unit #5

Insert Ag Unit #5
Answer

CORRECT ANSWER





- The Big Board -

A PowerPoint Template Game Created by Jeff Ertzberger

Instructions

Overview: This game is designed to work similarly to the question and answer type of game shows on TV. It is designed for whole class participation. Participants are divided into teams, each team gets to pick a square. If they answer the question correctly they get points.

How to Play

1. Divide your class into six teams.
2. Open your edited Big Board file. Click on the "Slide Show Menu", then choose "View Show". This will begin your PowerPoint game.
3. When slide two "Today's Topics" appears click the "Next" text in the lower right to proceed. Continue clicking the "Next" link through the topics.
4. Once at the main board a team will choose a topic and point value question.
5. Click on that point value to go to the question. Once the question has been answered return to the main board by click on the "Back to Board" link in the lower right.
6. Place the point value gained in the appropriate teams box.
7. Repeat steps 4-6 until all questions on board have been answered.
8. Decide how many points the big point question will be worth.
9. Click on the big points question. Have teams write down their answers and then share them with you.
10. Credit the teams that got the big point question correct.

How to Edit:

1. Open the file entitled Big_Board.ppt or Big_Board_Answers.ppt
2. First change the topics for the day. Go to slides 3-7 and double click on the words "Topic One". When the edit text window appears type in your new topic. Repeat step for all topics.
3. Go to Slide 8 (Main Game Board) and on the left hand side change the topics to match your chosen topics. In our example changed Topic One to History.
4. Go to slide 9. Delete the text on that screen and type you 5 point question for your topic.
5. Repeat step four for all slides, including slide 35 the Big Points question.

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Jeff Ertzberger - 2007

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<http://people.uncw.edu/ertzbergerj/msgames.htm>



Welcome
To

Big Board Facts



Today's Topics

NEXT



Topic One

NEXT



Topic

Two

NEXT



Topic Three

NEXT



Topic Four

NEXT



Topic

Five

NEXT



Big Board Facts

Topic
One

5

10

15

20

25

Topic
Two

5

10

15

20

25

Topic
Three

5

10

15

20

25

Topic
Four

5

10

15

20

25

Topic
Five

5

10

15

20

25

Team Scores

0

Team One

0

Team Three

0

Team Five

0

Team Two

0

Team Four

0

Team Six

Big Points
Question

Topic 1

Question for 5 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 1

Answer for 5 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 1

Question for 10 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 1

Answer for 10 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 1

Question for 15 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 1

Answer for 15 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 1

Question for 20 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 1

Answer for 20 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 1

Question for 25 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 1

Answer for 25 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 2

Question for 5 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 2

Answer for 5 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 2

Question for 10 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 2

Answer for 10 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 2

Question for 15 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 2

Answer for 15 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 2

Question for 20 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 2

Answer for 20 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 2

Question for 25 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 2

Answer for 25 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 3

Question for 5 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 3

Answer for 5 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 3

Question for 10 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 3

Answer for 10 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 3

Question for 15 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 3

Answer for 15 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 3

Question for 20 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 3

Answer for 20 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 3

Question for 25 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 3

Answer for 25 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 4

Question for 5 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 4

Answer for 5 Points

Delete this Text

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Back to Board



Topic 4

Question for 10 Points

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Topic 4

Answer for 10 Points

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Topic 4

Question for 15 Points

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Topic 4

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Topic 4

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Topic 4

Question for 25 Points

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And Place Your

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Topic 4

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Back to Board



Topic 5

Question for 5 Points

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Topic 5

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Topic 5

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Topic 5

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Topic 5

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Back to Board



Topic 5

Question for 20 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 5

Answer for 20 Points

Delete this Text

And Place Your

Answer Here

Back to Board



Topic 5

Question for 25 Points

Delete this Text

And Place Your

Question Here

Show Answer



Topic 5

Answer for 25 Points

Delete this Text

And Place Your

Answer Here

Back to Board



The "Big Points" Question

Show Question



"Big Points"



Question

Delete this Text
And Place Your
Question Here

Show Answer



Big Points

Answer for Big Points

Delete this Text

And Place Your

Answer Here

To End



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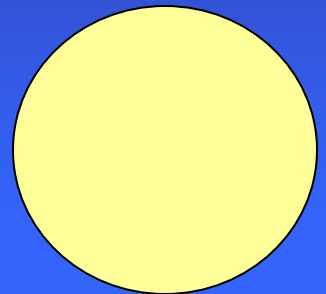
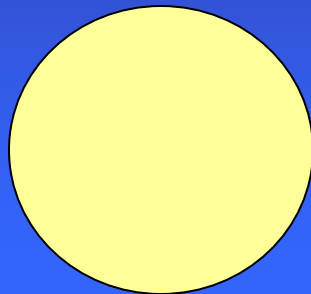
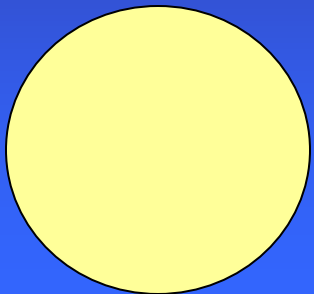
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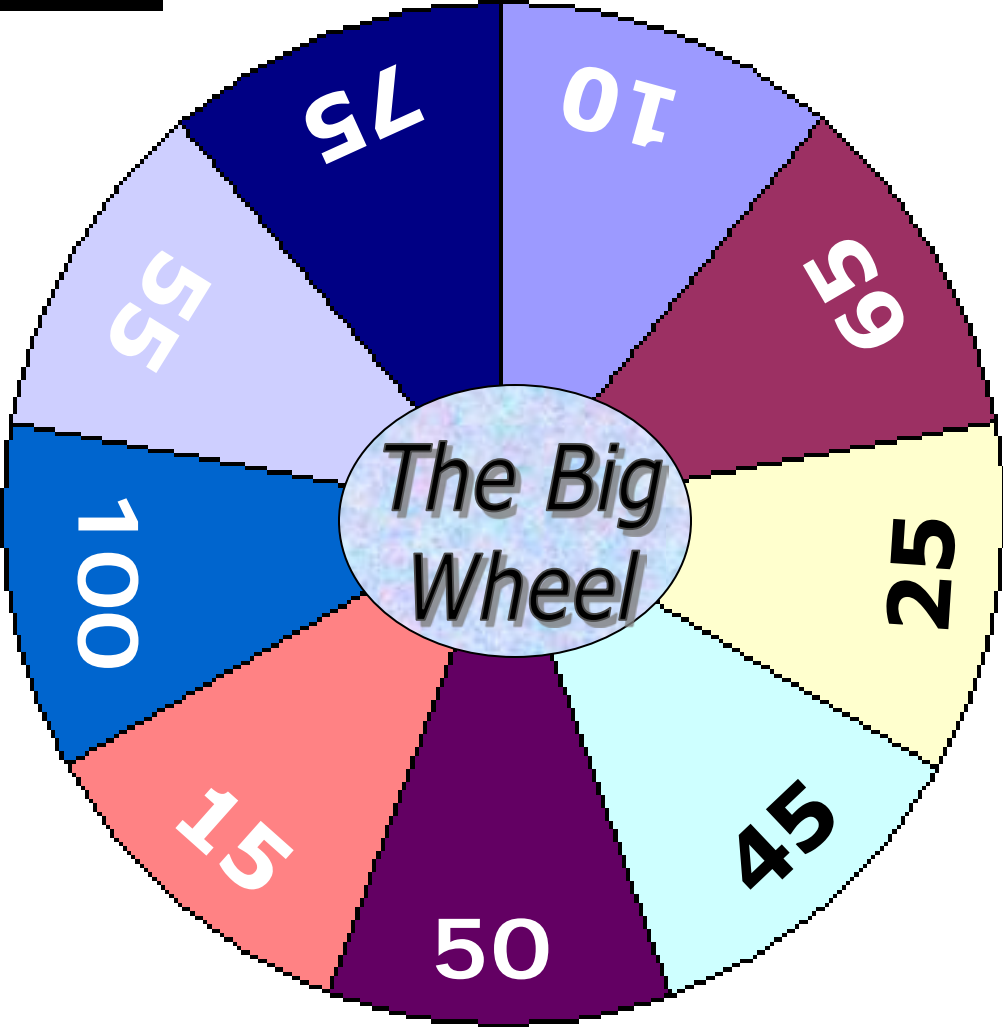
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It's Time to Play

The Big Wheel





Points

Team Scores

0	<u>Team One</u>
0	<u>Team Two</u>
0	<u>Team Three</u>
0	<u>Team Four</u>
0	<u>Team Five</u>
0	<u>Team Six</u>
0	<u>Team Seven</u>
0	<u>Team Eight</u>



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Choose a Count down Time by Clicking a Button Below.

10 Min.

15 Min.

20 Min.

25 Min.

30 Min.

35 Min.

40 Min.

45 Min.

50 Min.

55 Min.

1 Hour

10 Sec.

15 Sec.

20 Sec.

30 Sec.

45 Sec.

50 Sec.

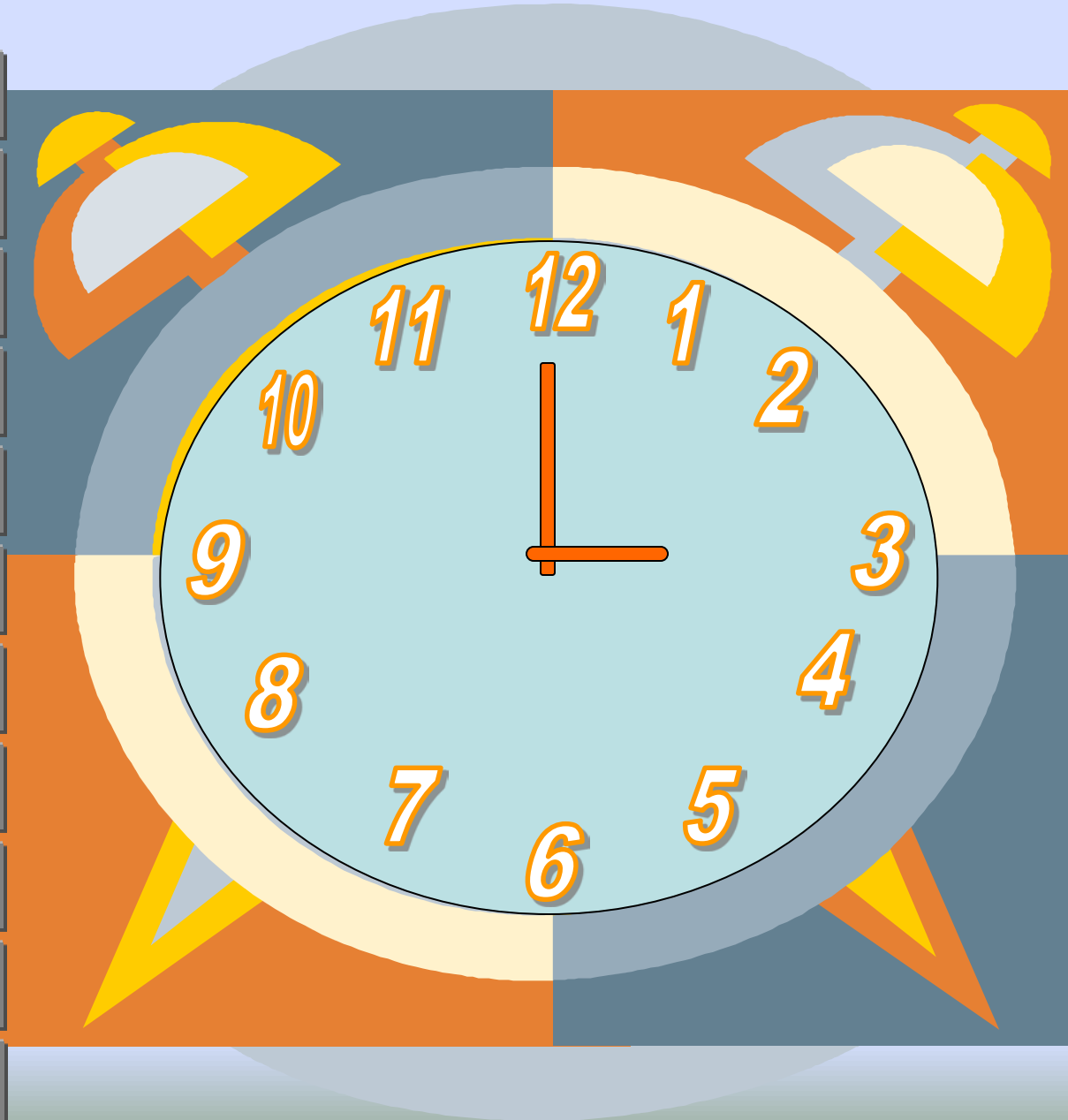
1 Min.

2 Min.

3 Min.

4 Min.

5 Min.



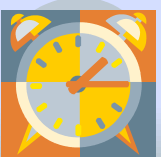
One Hour



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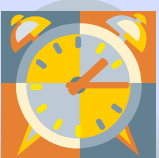
Classroom Timer

One Hour



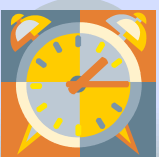
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Classroom Timer



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Classroom Timer



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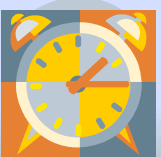
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Back to Clock Home

Classroom Timer

55 Minutes



Back to Clock Home

Classroom Timer



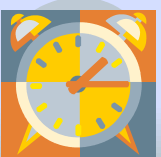
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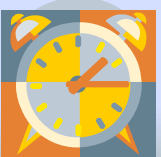
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Classroom Timer



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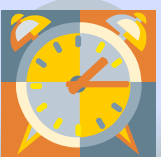
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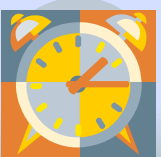
Classroom Timer

50 Minutes



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



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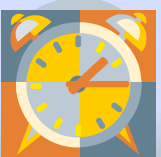
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Back to Clock Home

Classroom Timer

45 Minutes



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

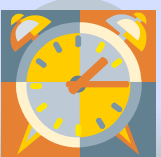
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Back to Clock Home

Classroom Timer

40 Minutes



Back to Clock Home

Classroom Timer



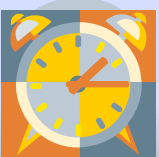
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Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

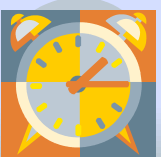
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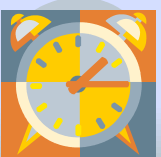
Classroom Timer

35 Minutes



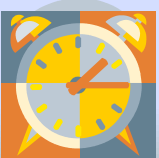
Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer

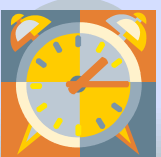


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Classroom Timer

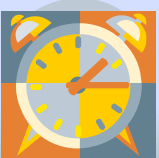


30 Minutes



Back to Clock Home

Classroom Timer

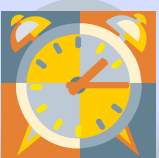






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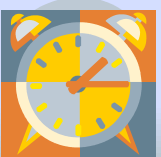
Classroom Timer



Back to Clock Home

Classroom Timer

25 Minutes



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

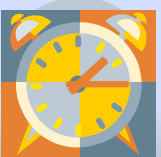
Classroom Timer



Back to Clock Home

Classroom Timer

20 Minutes



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



Back to Clock Home

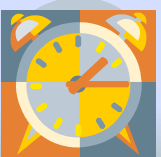
Classroom Timer



Back to Clock Home

Classroom Timer

15 Minutes



Back to Clock Home

Classroom Timer



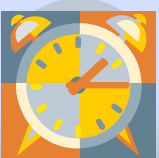
Back to Clock Home

Classroom Timer



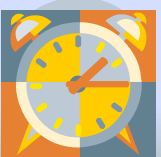
Back to Clock Home

Classroom Timer



Back to Clock Home

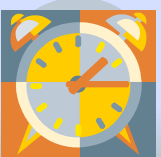
Classroom Timer



Back to Clock Home

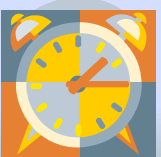
Classroom Timer

10 Minutes



Back to Clock Home

Classroom Timer



Back to Clock Home

Classroom Timer



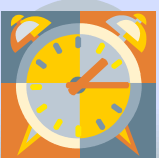
Back to Clock Home

Classroom Timer



Back to Clock Home

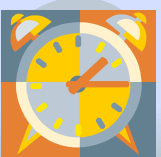
Classroom Timer



Back to Clock Home

Classroom Timer

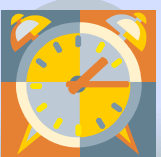
5 Minutes



Back to Clock Home

Classroom Timer

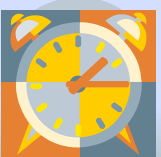
4 Minutes



Back to Clock Home

Classroom Timer

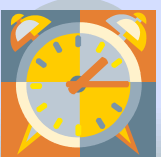
3 Minutes



Back to Clock Home

Classroom Timer

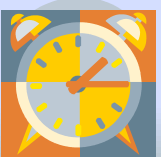
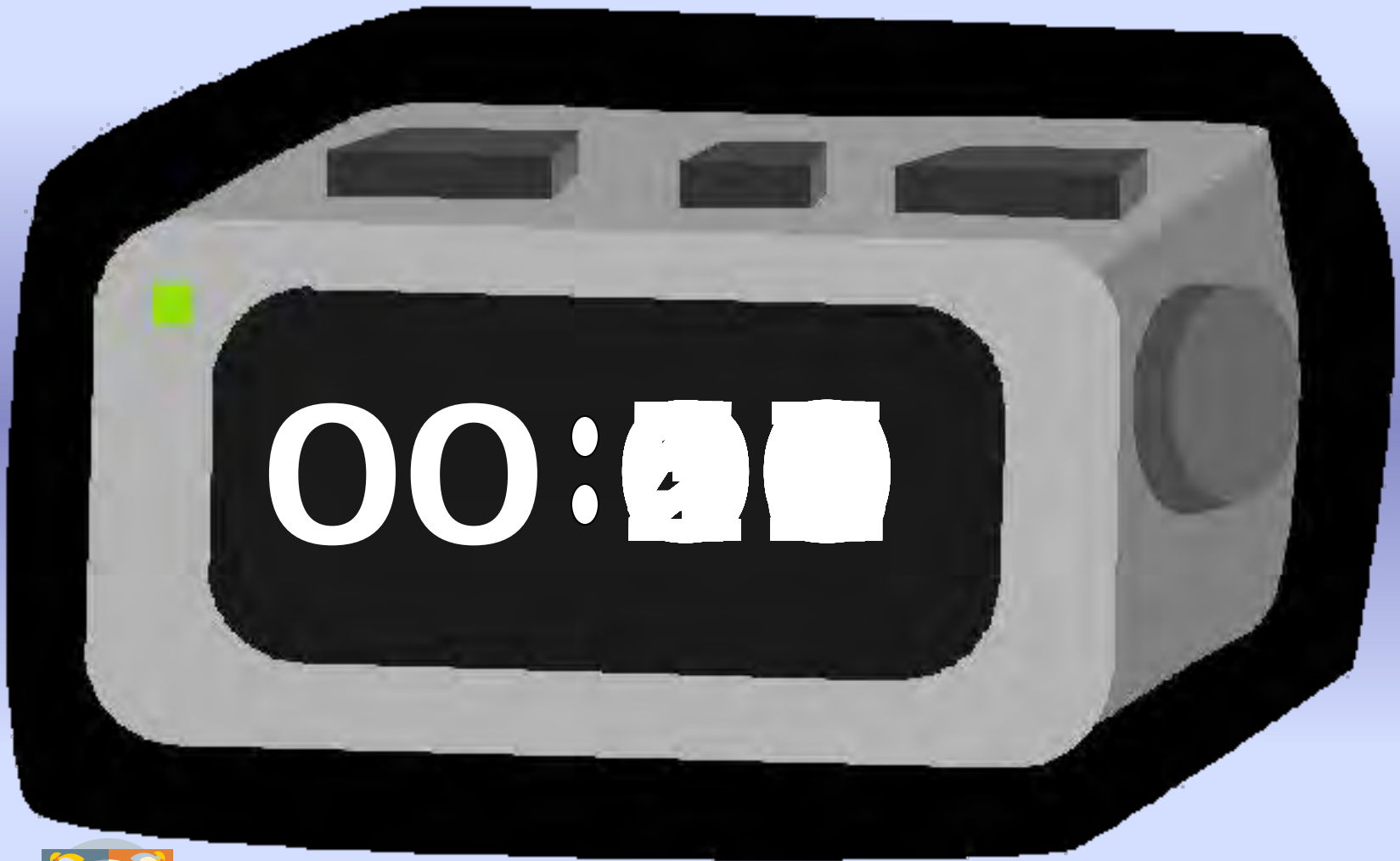
2 Minutes



Back to Clock Home

Classroom Timer

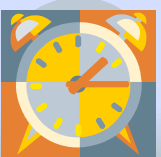
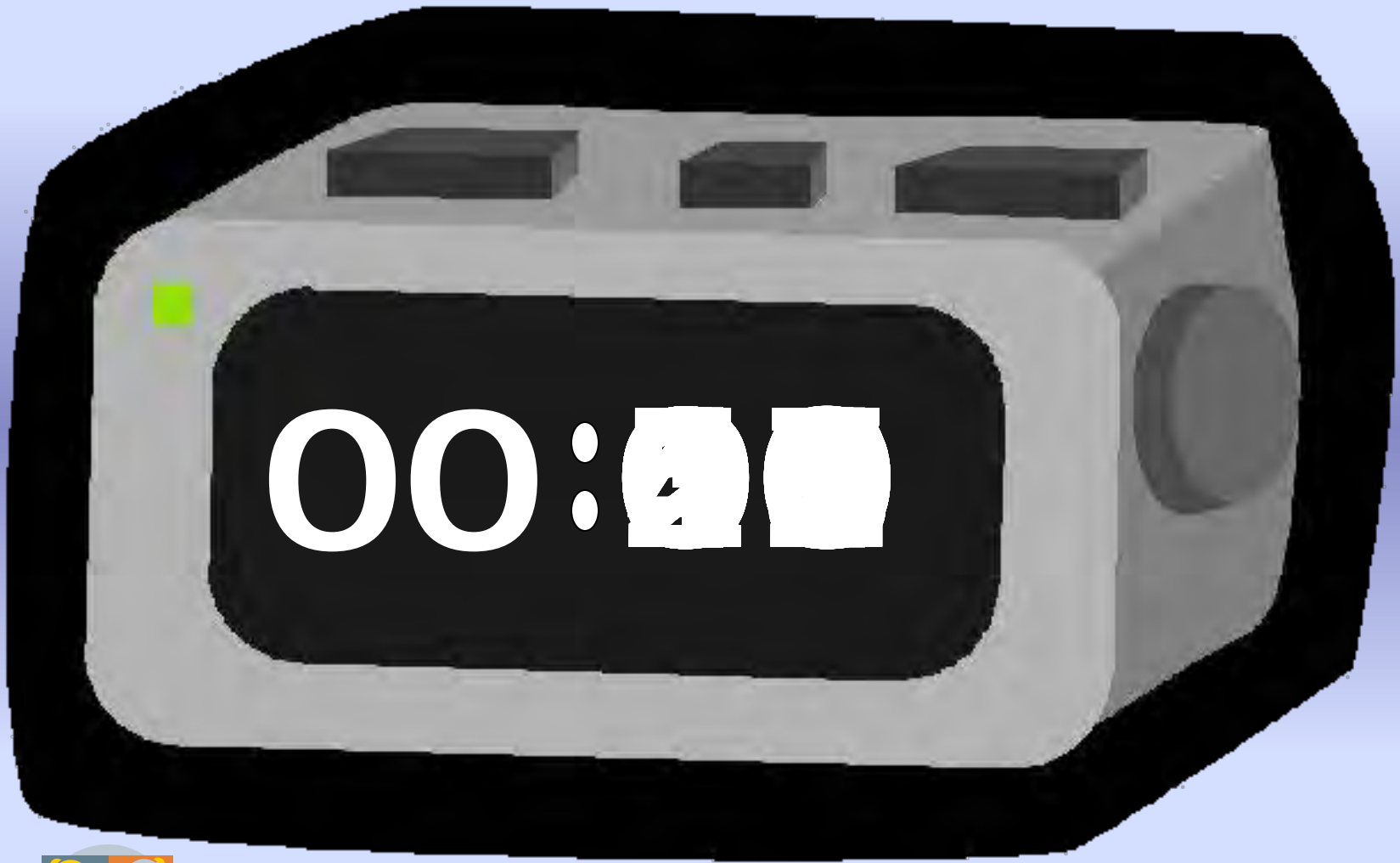
1 Minute



Back to Clock Home

Classroom Timer

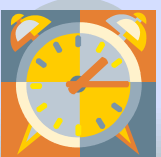
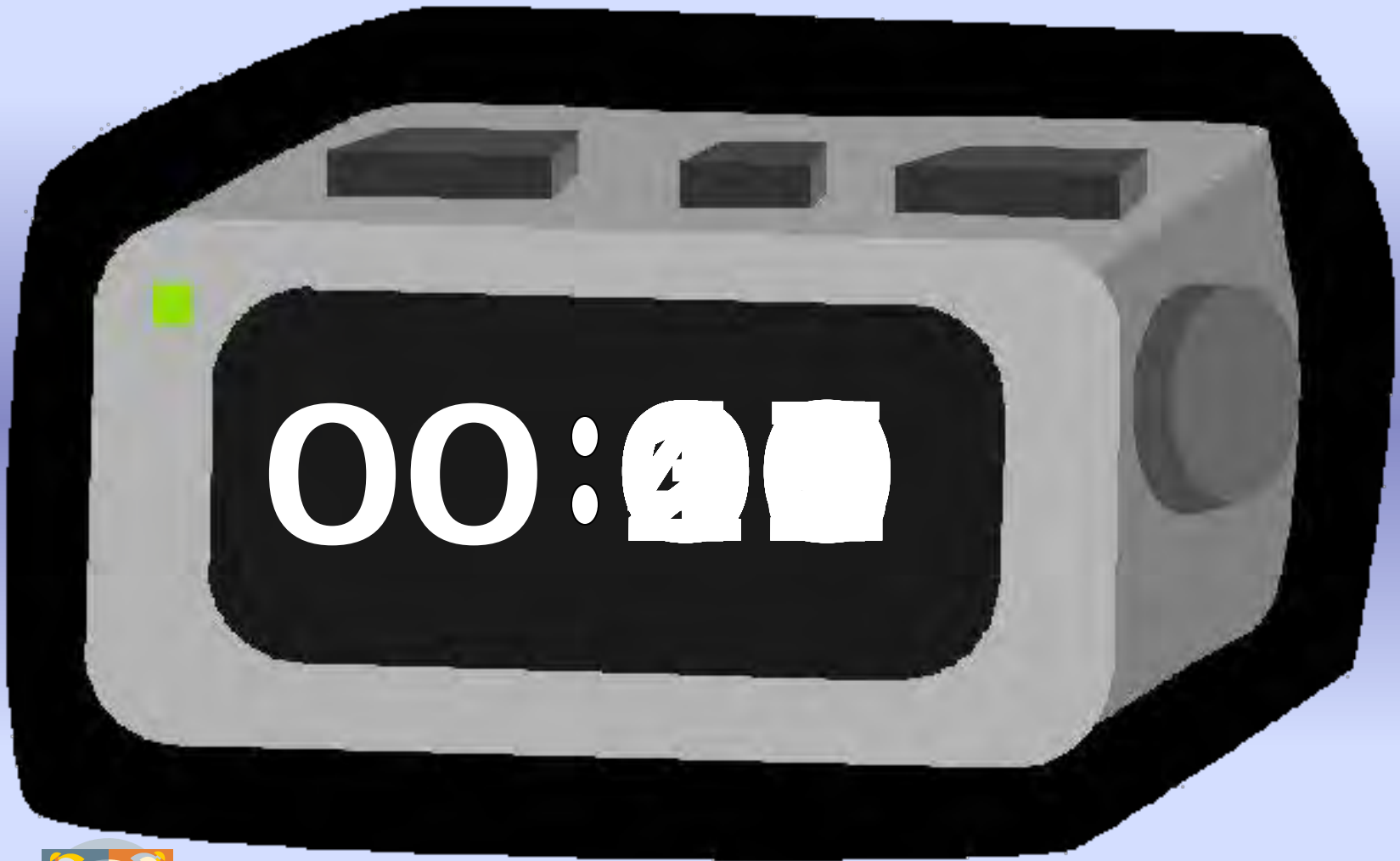
50 Seconds



Back to Clock Home

Classroom Timer

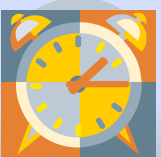
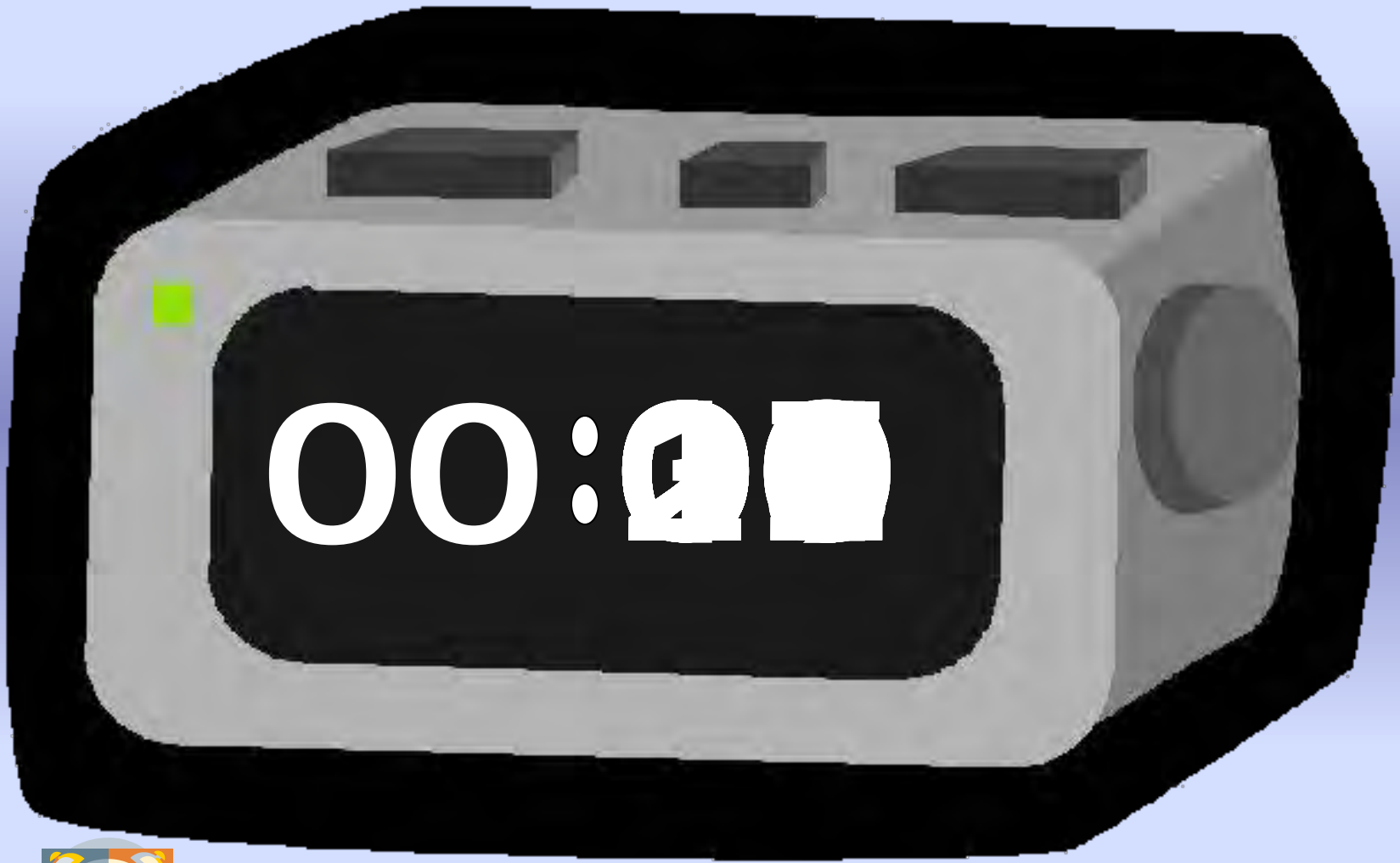
45 Seconds



Back to Clock Home

Classroom Timer

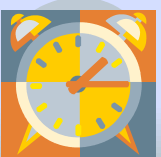
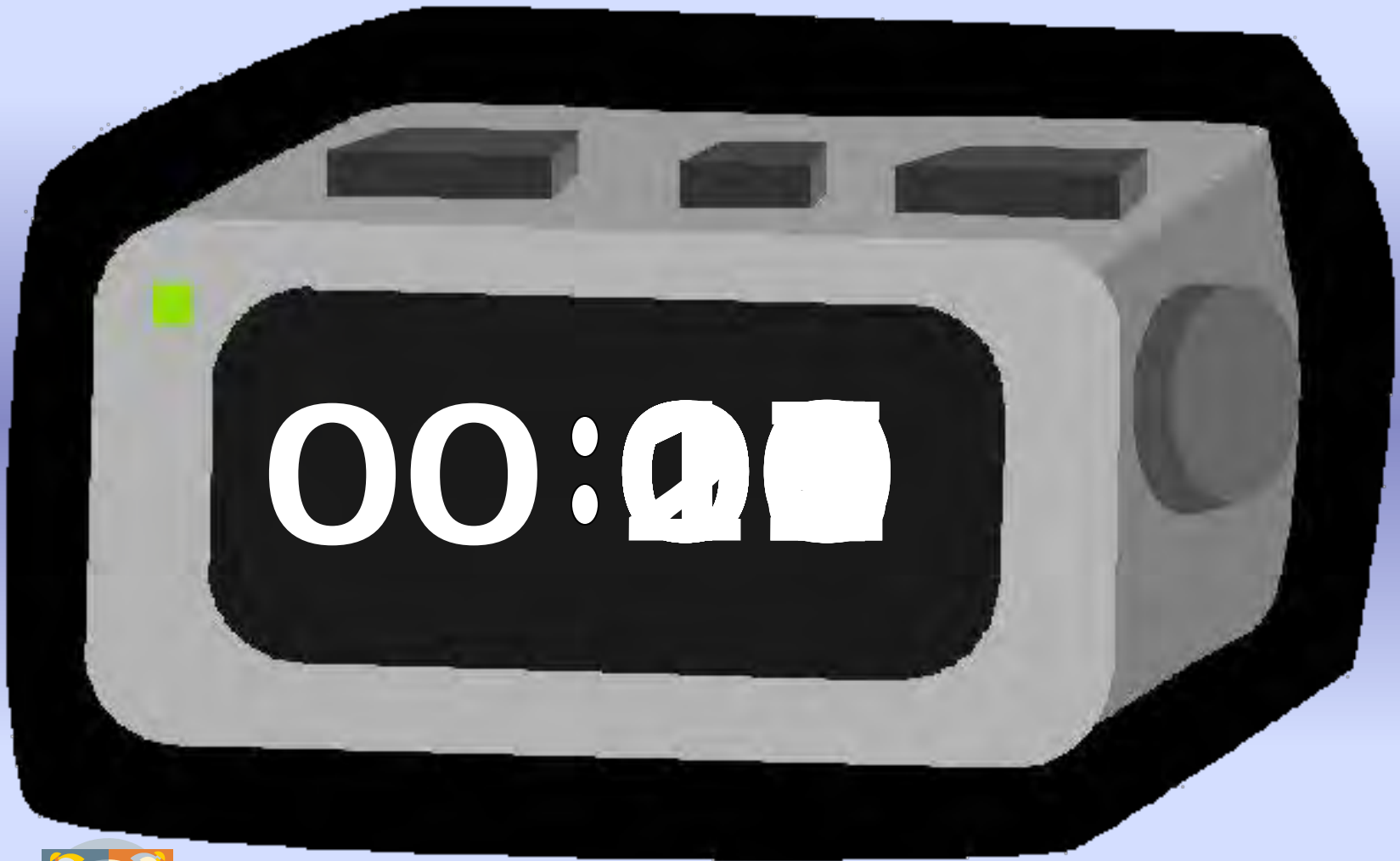
30 Seconds



Back to Clock Home

Classroom Timer

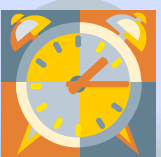
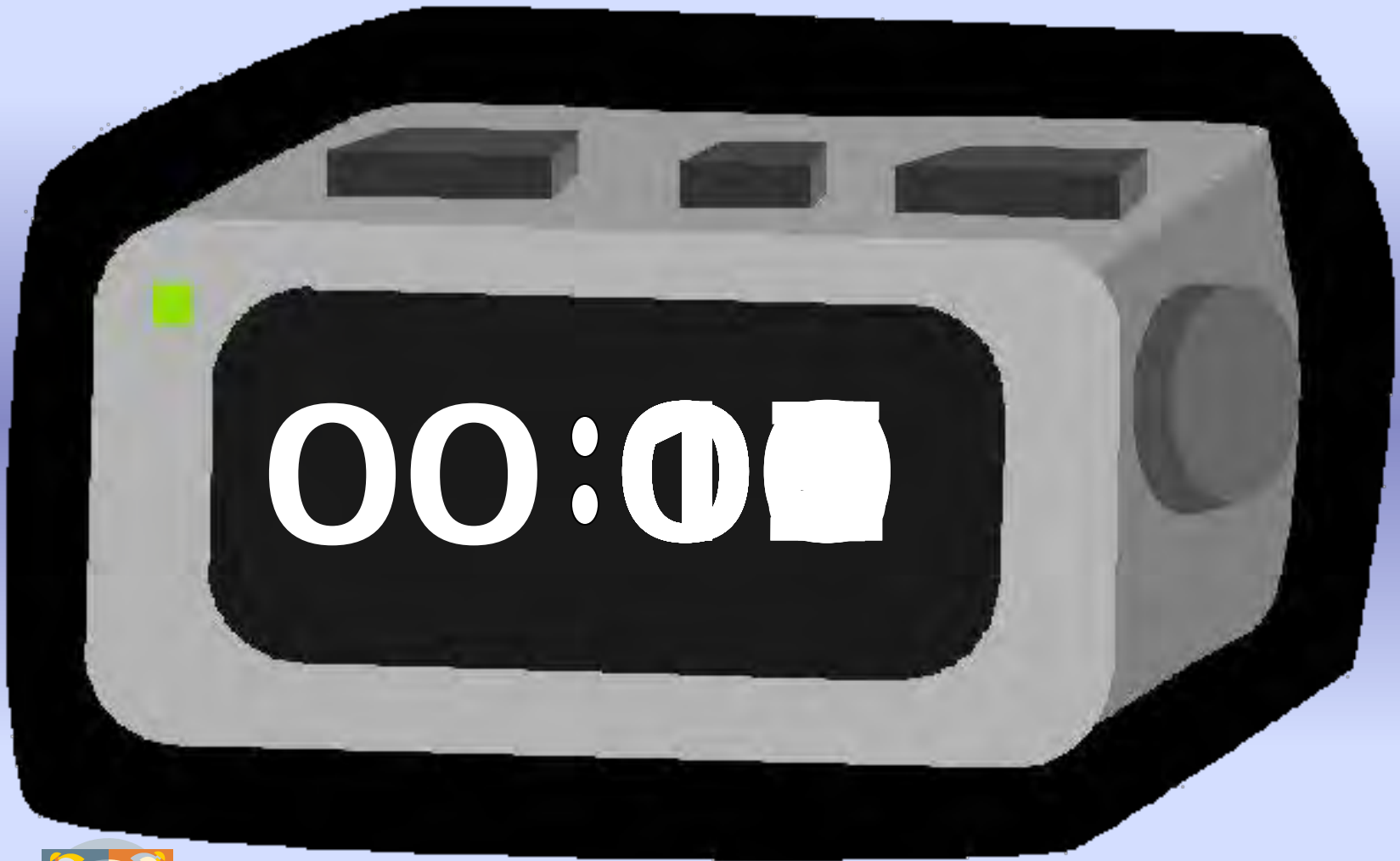
20 Seconds



Back to Clock Home

Classroom Timer

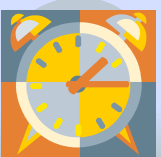
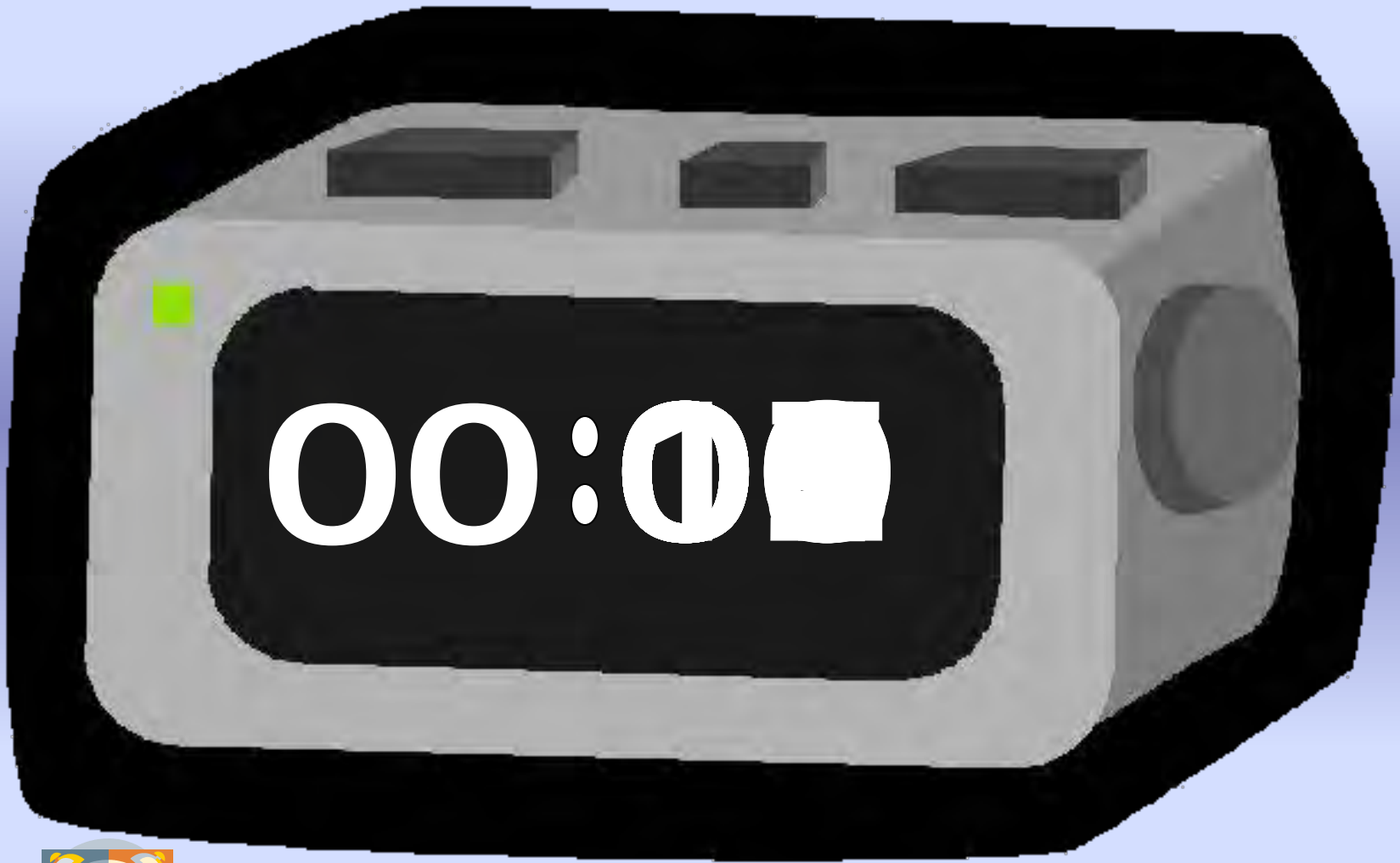
15 Seconds



Back to Clock Home

Classroom Timer

10 Seconds



Back to Clock Home

Classroom Timer

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Be sure to check Jeff Ertzberger's game templates web site for even more template games and great resources.

<http://people.uncw.edu/ertzbergerj/msgames.htm>

End It

Friendly Feud Review Game Instructions

"Friendly Feud" is an adaptation of the Family Feud game show students might see on television. The game is easy to adapt to almost any subject or curriculum topic; see the **Adapt the Game** section at the bottom of this activity for a handful of ideas.

Start the game by arranging students into teams of four or five players. Determine the sequence in which teams will play. Determine the sequence in which the players on each team will play. Have each team appoint a captain who will act as the team's final-decision maker and spokesperson.

After the teams are organized, prepare to pose the first question of the game (or appoint a student emcee to pose questions). In the first round, the captain of each team will be the only one who can answer the question. Read aloud the first question; call on the team captain who raises his or her hand first to answer the question. To earn a point, that captain must correctly answer the question within 5 seconds. If the captain who was called on does not answer the question within the time limit or if he or she gives an incorrect answer, the next team can "steal" the question. Members of that team can talk among themselves, then they must agree on the correct answer. The captain serves as spokesperson for the team. If the captain says the correct answer, his or her team earns the point. If the answer is incorrect, the next team has a chance to steal the question and earn the point, and so on.

The team that correctly answers the question earns the first chance to answer the next question -- which is posed to the *second* player on the team. An incorrect answer passes the question to the second player on the next team. A correct answer earns another point for the team *and* the first chance to answer the next question, which is posed to the *third* player on the team. The team can keep earning points until team members get a wrong answer or do not respond within the time limit.

At the end of the game, the team with the most points is the winner of "Friendly Feud."

www.educationworld.com



Welcome to Family Feud

Please Get Ready To Start
The Game!

Rules of the Game!



- We will have two teams!
- Team 1 will go first, then team 2
- All answers to the questions will be given after each question
- The team with the highest score wins the game!
- Each team gets three strikes or wrong answers! After that the second team goes!
- Each Question will be worth 5 points
- Points will be added at the end of the game to announce the winning team!
- If both teams answer the questions correctly we will go into a bonus round of one question! Whichever team can give the best answer, which will be judged by our group, wins the game!!

The Subject of Today's Show is as follows:

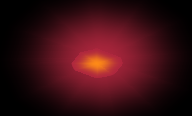


- The topic of the day will be the Internet
- We will also introduce questions on basic computers
- We will also have questions on topics from our Web Communications class!

Attention Team 1



- Please get your team ready the round is about to start!

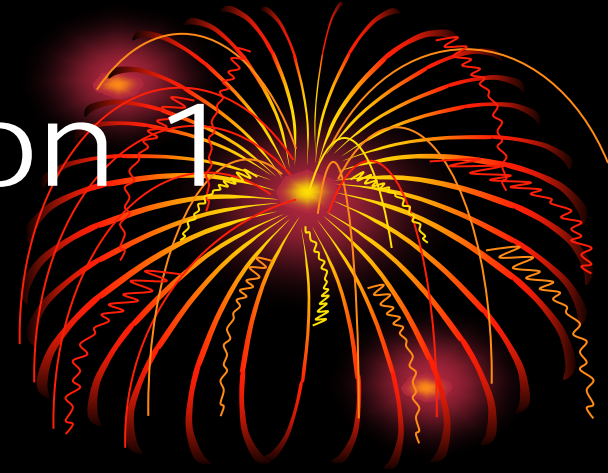


Question 1



- According to 100 people survey, can you name 2 out of the top 5 search engines that are used on the Internet ?

Answer to Question 1



- 1. Yahoo. COM
- 2. Google. COM
- 3. Dogpile.COM
- 4.Mamma. COM
- 5.Lycos. COM

Question 2



- According to 100 people survey what are 4 out of the top 5 parts of a computer ?

Answer to Question 2



- 1. Monitor
- 2. Modem
- 3. Keyboard
- 4. CD-Rom
- 5. Floppy Disk

Question 3

- What are two basic types of directories?



Answer to Question 3



- Academic
- Professional

Question 4

- What are two ways to limit the search on the Internet ?



Answer to Question 4



- Use quotation marks
- Use the word "and"
- Use the word "or"
- Place a "*" before or after a word

Question 5 (last question for Team 1)

- What is the translation for "URL" ?



Answer to Question 5

- Uniform Resource Locator



Attention Team 2



- Please get your team ready for the questions!
- Lets go!

Question 1

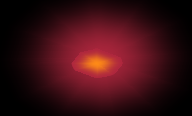


- According to 100 people survey, please tell me 2 out of 5 reasons why people use the Internet?

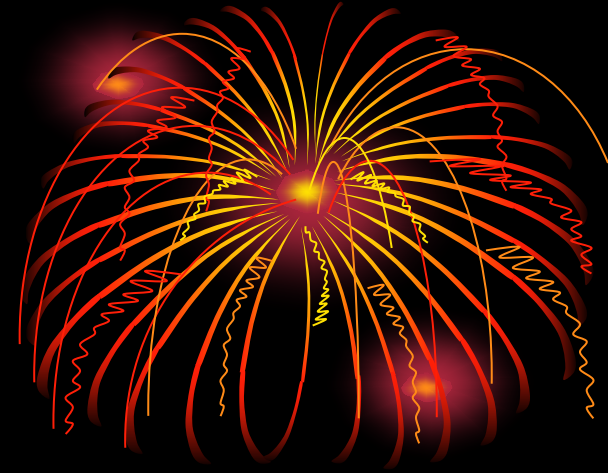
Answer to Question 1



- 1. Research
- 2. Jobs
- 3. School
- 4. Entertainment
- 5. E-mails



Question 2



- According to our Web Communications class, please tell me two different styles of learning according to VARK.

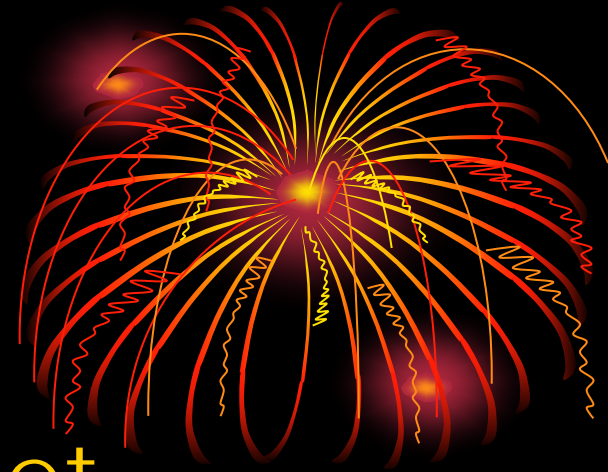
Answer to Question 2



- Visual
- Multimodal
- Dynamic
- Etc.

Question 3

- When evaluating Internet sources what are the main points you look for in the context? (there are 4 main points)



Answer to Question 3



- Accuracy
- Comprehensiveness
- Currency
- Links

Question 4

- What are 3 components of a search engine service ?



Answer to Question 4



- Spider
- Index
- Search engine Mechanism

Question 5 (Last question for Team 2)

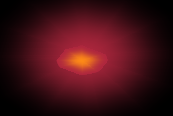


- In the class activities, how where we instructed to look up ownership information for a website?

Answer to Question 5



- Lookup the ownership information in the "WHOIS" database



Bonus Round Question!!



- What are the Top four Domains in the United States (any order)?

Answer to Bonus Round!



- -com
- -net
- -edu
- -org
- -gov
- -mil

Thank You !!!



- Thank You for Playing the game, your price for completing the game is you get a big "Thank You" from our team!! The Yellow Team!!!

The Wilmington Stakes



The Wilmington Stakes



Red
Horse One

Green
Horse Two

Dark Blue
Horse Three

Purple
Horse Four

Light Blue
Horse Five

Orange
Horse Six

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Category Heading	Category Heading	Category Heading	Category Heading	Category Heading
<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>
<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>
<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>
<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>
<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>

