



## LifeSmarts U Health Lesson

### Medicine 101: MEDGO card Directions

This simple game is a fun way to review vocabulary. Students create their own cards, which can be used over and over until the vocabulary is mastered.

1. Ask students to create their own Medgo cards by writing a vocabulary word in each of 24 squares. They are allowed one free space anywhere on the card. (Note: There are more than 24 vocabulary words on the card.)
2. The game plays like Bingo. The caller uses a copy of the Glossary to call out clues. The clues should be read randomly (not in the order in which they are found in the Glossary sheet), and the caller should number the clues as they are called.

Examples: Clue 1. Driving under the influence of drugs  
Clue 2. The amount of medicine you take

3. Students place the number of the clue in the box that contains the vocabulary word that corresponds. When a Medgo is achieved, the winning student validates it by repeating the number and the vocabulary word.

Examples: 1. DUID  
2. Dose

4. The caller checks for a win and then the game begins anew. In subsequent rounds you can vary the winning pattern to require more vocabulary. Examples include:

