

Activity 2

Board Game

Objectives: To enhance the questioning skills of students; to make revision an engaging activity; to enable students to learn while revising.

Level: Can be used in any class (we used it for classes 3, 4 and 5). The game has 3 levels: Basic Level; Intermediate Level and Advanced Level.

Materials for the Board Game:

The board game consists of the following:

(a) A Snakes-&-Ladders type of board; (b) 3 sets of cards (question cards, answer cards and key-word cards); (c) A single dice; (d) 8 counters.

Basic Level:

Objectives: (a) To improve the reading abilities of children by making them read the questions aloud; (b) To get children to answer the questions given at the end of the text book.

Procedure:

Four to eight children can play. The question cards are kept face down near the board. The answer cards are used only if no student in the group is able to answer the question. All students have their text book with them. A player throws the dice, takes the top most question card and reads it aloud.

The player tries to answer the question and moves the counter according to the number on the dice. If the player is not able to read out the question, another player in the group reads out the question and the first player repeats the question. If the player is not able to answer the question, he/she has to search and locate the answer in the text book.

If the player is still unable to locate the answer, other players help by providing hints. If the player is still unable to answer the question, other players provide the answer and the first player repeats it. The counter in such a case is moved for only half the paces that are indicated by the dice. In case no player is able to answer, or the answer is disputed, one student in the group refers to the corresponding answer card

and reads aloud the answer. The group then repeats it. The counter is not moved in such a case.

Intermediate Level: This level is played with key-word and question cards.

Objective: To develop questioning skills in children through the use of key words

Procedure:

First, each student is given at random, either a key-word card or a question-word card. Students play a game called, "finding your partner". Each student having a key-word card goes round the class and searches for a partner who has the appropriate question-word card.

The objective is to make children see the link between the key words and the questions. Next, the board game is started. The key-word cards are kept face down near the board. The dice is thrown. The first key-word card is picked up and the words written on it are read aloud; the player has to ask a question using all the key words.

Other players have to judge whether the question using the key words is appropriate. If they have no disagreement, the player moves the counter according to the number on the dice. In case of a dispute, they appeal to the teacher. There is no right or wrong question and the question asked need not be from the text book.

Advanced Level: This level is an extension of level 1. The process of playing this game is the same as level 1. But the question and the answer cards for this level are prepared by the teachers

Objective: To enable the students to answer questions that require critical thinking (e.g. inference, predictions, take perspective, and distinguish between fact and opinion, etc.)

After the students have played all the levels, the cards are shuffled and "finding the partner" game is played again.

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