

## Question Loop Game

This interactive Question Loop Game offers an exciting way for enabling collaborative learning among students in a class.

### Objective

To complete a question loop by reading out the questions and answers as quickly as possible by one team with respect to another, so as to be declared 'winners'.

### Number of players and cards

The entire classroom is to be divided into two teams (or more, depending upon the total number of students in the class) comprising ideally a minimum of 10 students each.

An exact number of Question Loop Cards will be required as is the number of students within a team.

The **same** set of Question Loop Cards will be required for the other teams.

There is no maximum limit on the number of students (and the corresponding number of cards) within a team.

However, all the teams are required to have an **equal** number of students.

### Preparations

A set of Question Loop Cards (minimum 10, corresponding exactly to the number of students in each team), each containing a Question and an Answer which are unrelated, **for each team** along with their Reference Sheet will need to be printed.

Each set of the cards will then be distributed among the students of the said teams.

A method of beginning the game is to be decided (e.g. the player whose date of birth has the lowest numeric value may begin) within each team.

Rounds may be started and ended in various ways as decided by the teacher - by shouting "Start" and "End", or by ringing a bell, or by any other such audible method.

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## **Playing the game**

1. When the command for starting the game is given by the teacher, the student who starts the game (who has been previously decided) will need to read out the question printed on his/her Question Loop Card.
2. The student whose Question Loop Card has the answer to this question, will need to read out the answer within 20 seconds. Then, this student will need to read out the question printed on his/her Question Loop Card.

In case the student is unable to read out the answer within the stipulated time, or a student reads out a wrong answer, then the student who knows the correct answer says it aloud; in which case, the student possessing the card with this correct answer now reads out the question on his/her card and the loop progresses.

3. In this manner, the Question Loop will progress until all the students have read out the questions and their correct answers printed on their respective cards.

## **Winner**

The team that finishes its loop first is declared the 'winner' for the round.

## **Note:**

Two or more such Question Loops can be printed simultaneously from a subject currently being studied or previously studied so that as soon as one loop is over, the team can go onto the next one and so on; eventually the team that completes all such loops as quickly as possible, is declared 'winner'.

The purpose of playing the game with many such Question Loop Card sets is to cover the entire lesson such that it is better retained by the students through collaborative learning in a lively manner.

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