

*TEAMS GAMES TOURNAMENT



A Cooperative Learning Strategy

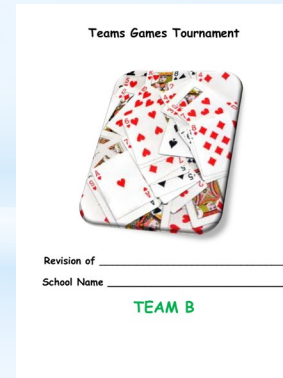
Veronica Walsh, Coláiste Treasa, Kanturk, Co.Cork

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Teams Games Tournament Video

Click Link to View

<https://youtu.be/6vF9lo0cHS4>



A Cooperative Learning Strategy

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*The Uses

- * Can be used with any year group and for Staff meetings.
- * Cooperative learning -Teams of 3 or 4
- * It's an instructional strategy based on research and social theory
- * It's a check for understanding, as well as reinforcement and retrieval. It encourages self reflection of strengths & weakness.
- * It allows for differentiation
- * Blooms Taxonomy- Aces = Recall and get more complex - Analysing
- * Fantastic for revision- end of section, Midterm end of year, etc.
- * Ideal if you know you are going to be absent
- * Once its made you have it forever.

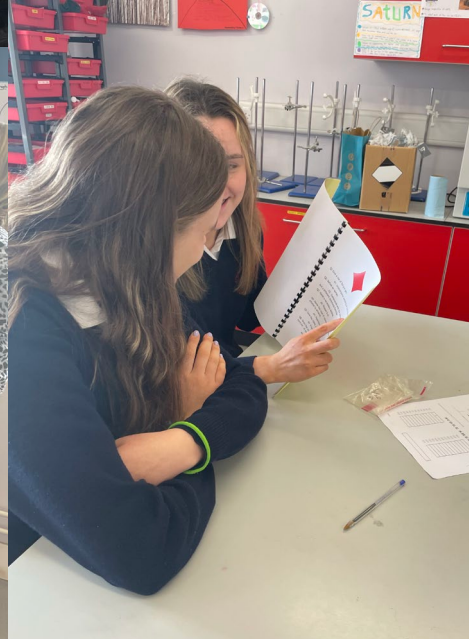
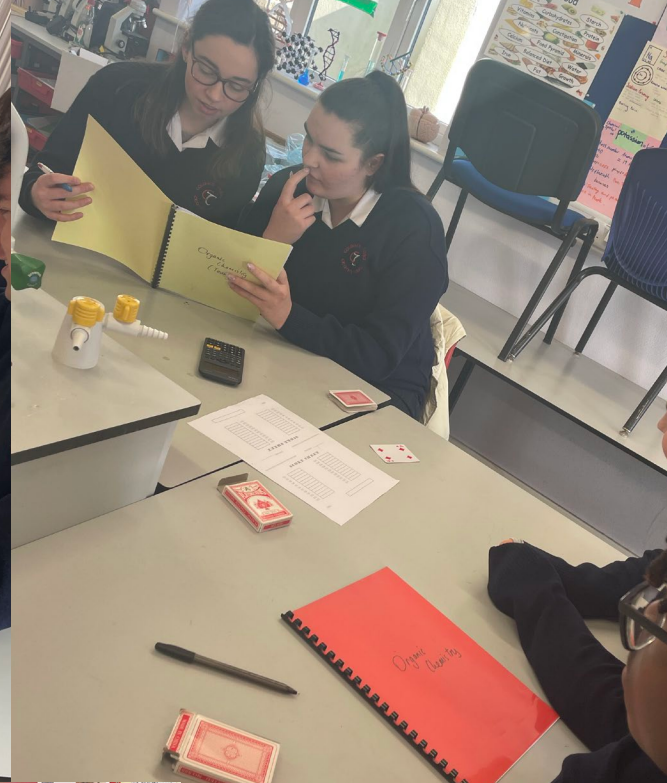


*Materials needed

- *Score sheet
- *Pencil
- *Deck of cards (with the cards you need). If 24 questions you will need the Ace to 6 of all suits, 2 x Jacks 2 X Jokers
- *Folders of questions depends on class size (6 for each Team is usually more than plenty.)
- *Timer
- *Bar of Chocolate****

*RULES

1. Teams are made up of 3 (or 4 if necessary). Each group are asked to come up with a group name.
2. Each Team has a folder (A and B) which contains a set of questions and answers. Team A v Team B
3. Ace is the easiest question and they get increasingly difficult with the most difficult being Question 6 (worth the most points).
4. Each Team Member is lettered off (A, B, C) and allocated jobs (reader of questions, Card Drawer, Points recorder) .
5. Each Team has a deck of cards that contain the Ace to 6 of each suit as well as 2 jacks and 2 jokers . (to be shuffled)
6. Team 1 draws a card from the top of the deck
7. This card corresponds to a question in the opposite teams folder. Example 3 of clubs. GO to Clubs and answer question 3.
8. If the question is answered correctly your team will be awarded points which match the card number
Ace = 1 point
9. The result is recorded by the opposite team
10. IF a JACK is drawn= Draw another card and Points are doubled if answered correctly
11. If a JOKER is drawn= Your Team misses a turn
12. The second team takes there turn and so on every second one.
13. You have 20 minutes to ask and answer as many questions as possible. Set a Timer
14. After 20 minutes Collect Scores and share with class then Swap folders and repeat
15. The winners get a reward (They will do anything for a Wispa bar)



Total:

Q24
Q23
Q22
Q21
Q20
Q19
Q18
Q17
Q16
Q15
Q14
Q13

Q12
Q11
Q10
Q9
Q8
Q7
Q6
Q5
Q4
Q3
Q2
Q1

SCORE SHEET

TEAM NAME: _____

YOU ARE KEEPING THE SCORE FOR THE OTHER TEAM

YOU ARE KEEPING THE SCORE FOR THE OTHER TEAM

TEAM NAME: _____

SCORE SHEET

Q1
Q2
Q3
Q4
Q5
Q6
Q7
Q8
Q9
Q10
Q11
Q12

Q13
Q14
Q15
Q16
Q17
Q18
Q19
Q20
Q21
Q22
Q23
Q24

Total :

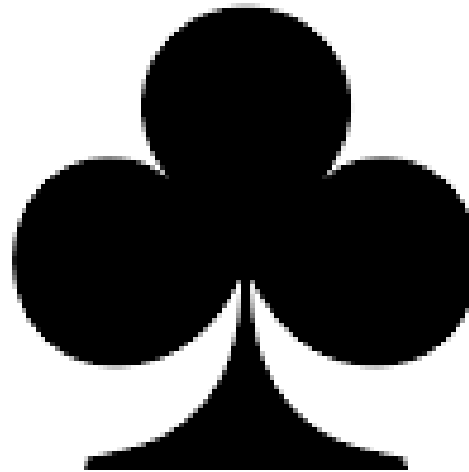
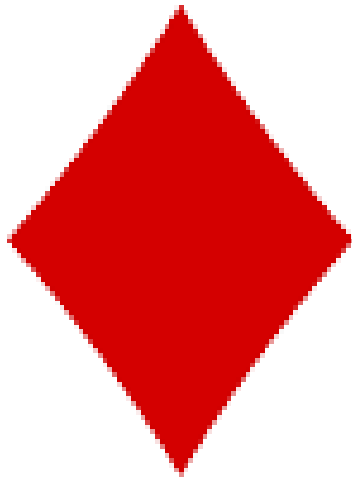
SPADES



Hearts



Jack



Diamonds

Clubs

