

Make a “Judge and Justify” Game for Your Class

Choose a focus, topic, or goal (quick!)

Some extra examples for heterogeneous groups:

- Think of a topic in your field or course where you would like to encourage students to think analytically, make judgements, and state why.
- Writing course: topics and potential topic sentences, statements and potential evidence sentences, etc.
- STEM courses: physiological features of animals and how they might have evolved; engineering problem and possible reasons why it failed.

Decision tree:

- Number of players and size of play groups?
- Format of prompts?
- Format of “answers”?
- Anonymous submission? Public pitch?
- Judgement: Who does it and how does it work?
- Winning or finishing conditions: How do people know when they are done?

Make some cards:

- About 6-12 prompts (for games like “Say Anything” or “The Big Idea”)
- About 3-4 prompts plus 12-16 “answer” cards (for games like CAA or AtoA).

Give it a twist!

- Consider counter-intuitive concepts from your discipline that students classically struggle with for inspiration.

How Will You Assess Learning?

- Video of argument, picture, write-up.
- Have a record of a particular card spread or sketch or whatever to frame a response (text, audio, video, online discussion)