

C1

Concepts playground: Learning the basics

Call my Bluff

Inspired by a popular BBC quiz show of the 1960s, this gamified activity revolves around the process of figuring out the missing word/concept from the 3 definitions provided of which only one of them is true.



TIMEFRAME

40 – 45 minutes



GROUP SIZE

6 - 20 people
(groups of 3 - 5)



FACILITATION LVL.

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COMFORT ZONE

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Use it to...

- Gamify the learning experience
- Active learning
- Build basic knowledge in the field of spatial data



MATERIALS AND OTHER REQUIREMENTS

- "Spatial Data Concepts Dictionary" (1 copy per group)
- Forms for taking notes while guessing (several per group)
- Forms for defining group's quizz (1 per group)
- Pens/ pencils

LEARN MORE

- Workshop.org
- Busy teacher



Call my Bluff

Walkthrough

1. Beforehand

This exercise requires preparation to create a Dictionary of Concepts and the 2 forms needed for the game. The space should also be flexible to accommodate the teams gathering around tables and adapt later for competition mode where teams are seated facing each other.

2. Setup

Divide the group into an even number of teams, each team having 3-5 members (This works best with groups of 12, making 4 teams of 3) - Hand each team a copy of the "Spatial Data Concepts Dictionary" and the forms for the game.

3. Build the quizzes

Assign the teams 15 minutes to pick 3 words/concepts from different sections of the Dictionary (to avoid duplicates between teams). Tell the teams to write down, on the provided form, the chosen word/concept, copy the real definition and to create two additional false definitions – repeat for the 3 selected words/concepts

Play every team against each other in rounds of 1 on 1

Select opposing teams and move them to a table facing each other. The challenging team that goes first presents one word and 3 definitions. The guessing team has to pick the correct definition. If the latter guesses correctly they earn 3 points, otherwise the points go to the challenging team. After 'the guess' the person with the correct definition must say the concept and the correct definition. The second team will then challenge the first team

and so on alternating plays until the words are exhausted.

5. Repeat until every team has played one another

Play as many rounds as needed allowing 7-10 minutes per round depending on available time.

6. Reflect and share

If possible, move people to a standing circle. Then, ask participants to share their thoughts on the exercise, highlighting issues such as:

- *What did you find to be easier? And more difficult? Why?*
- *What surprised you the most and why?*
- *What learnings can you take from this experience?*



DOs, DON'Ts & BE AWARE

- ✓ Engage throughout the rounds in brief Q&As to ask if clarification are needed.
- ✓ When a question emerges invite the group to aid in the clarification, recap and make sure it is a satisfactory answer.