

Ten Questions—Activity 14

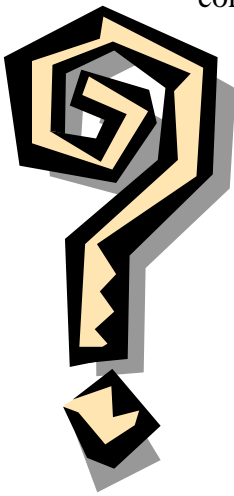
Goal To have students identify nonconforming thinkers by name and place they lived.

Materials Subset of the deck of “Independent Thinker Cards” selected by teacher

Procedure

Note: You can use this class-wide activity to introduce the nonconforming thinkers or for students to practice existing knowledge. If used as introduction, provide students with all the information on their nonconforming thinkers (i.e., all students will have access to the cards or the information from the cards). If used as practice, no other information is allowed.

1. Teacher explains the rules of the game. First the game will have a set time length (suggested is 10 minutes each time, so that game scores can be compared as the game is played again and again).
2. A card is blindly selected. The class can ask ten yes/no questions in an attempt to uncover the identity of the “mystery thinker” who is pictured on the card.
3. Teacher asks for volunteer to select a card and answer questions based on that card.
4. Volunteer without looking pulls a card from the deck. Teacher calls on volunteers from the class to ask a “YES /NO” type question (for example “Did the nonconforming thinker live during the Golden Age of Greece?”).
5. Volunteer checks the card and answers: “yes,” or “no,” or “I don’t know.”
6. Questioning continues until someone thinks s/he knows answer (or to the limit of ten questions). If the proposed identity is right on the first guess, entire class gets five points; if wrong, class gets –5 points. If first guess is wrong, questioning may continue up to ten questions, but with only +1 and –1 points awarded. At the completion of the time allowed, add up the class points. Repeat the activity at subsequent times so the class can attempt to beat its record score.



Activities 11-14

The master duplication sheets for free “Independent Thinker Cards” are located at Trafford Publishers.