

TEACHING TIPS

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I have implemented game shows into my lessons to revise the theoretical aspect of the work and to ensure that the learner's understand the content.

TEACHING STRATEGY 1: WHO WANTS TO BE A MILLIONAIRE

Firstly, the learner's will not win a million but instead they will have a wealth of knowledge. I was inspired by the game show with a similar name.

The game will consist of 30-50 questions testing the learners on what they have learnt during a period of time e.g. it could be a novel, poetry, drama or language questions.

The questions will consist of multiple choice, spelling or true or false questions. It depends on the class but one can play this game in groups or individually.

GROUPS - learners will be divided into groups depending on the class size. Each group will receive a bell and the first group to press the bell and answer the question correctly in the 30 seconds will receive a point.

INDIVIDUALLY – The learners' names will be put in a jar and their names will be drawn individually. Subject to class size, learners will get an opportunity to answer several questions.

There are 3 LIFELINES for this game: 50:50

Phone a friend

Ask the audience

50: 50 (only applicable to multiple choice and spelling questions).

Phone a friend: The learners can ask any learner a question in the classroom.

Ask the audience: The class will serve as the audience; this will be measured by a show of hands.

TEACHING STRATEGY 2: THE AMAZING RACE

This game really allows the learners to actively engage with the content.

Like the game show, the game has several challenges the learners have to complete before they can move on to the next round.

It consists of 3-5 rounds excluding the quarter, semi and final rounds. The learners will complete the tasks in groups. When the group has successfully completed the task, the group will receive an envelope with the next challenge.

Each round has a question which needs to be solved, and each round will contain one of the following challenges:

DETOUR: A choice between two tasks, each with its own pros and cons.

FAST FORWARD: Skip round.

ROADBLOCK: A task that only one person from each team may perform.

ROUNDBOUT: Two tasks in which one person must do the first task and the other person must do the task.

Examples of question types:

1. Language structures and conventions
2. Novel/Drama
3. Poetry analysis
4. Writing

This game has really helped my learners to remember information for an upcoming test or examination.

