

TEAMS AND TOURNAMENTS Version 2.0

PREPARATION:

- For each tournament table:
 - A set of numbered, objective questions on single sided paper¹
 - A separate set of keyed answers for each tournament table on single-sided paper
 - Deck of numbered cards
 - Blank scorecard
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INSTRUCTIONS:

1. Organize heterogeneous teams in advance, balanced by ability, gender, perhaps culture. This can be done from a rank-ordered marks list of the class.
Ideal team size should be between 3-5.

Sample Teams:

<u>ALPHA</u>	<u>BETA</u>	<u>GAMMA</u>	<u>DELTA</u>	<u>EPSILON</u>
1	2	3	4	5
10	9	8	7	6
11	12	13	14	15
20	19	18	17	16
21	22	23	24	25
27	26			

(The numbers represent particular students rank ordered by class marks. Further adjustments to team composition should be made to balance the other attributes.)

2. Each group is to decide on a Team Name (you pick the theme: perhaps relating to the unit you are reviewing, inviting names such as "Igneous is Bliss" or "Mitosis 'R Us") and a Team Cheer². These are to be reported to the Grand Poobah³ and recorded on the MasterBoard.
3. Hand out the tournament questions to each team. Together the team members review the questions for 10-20 minutes and discuss the best answers so that each member can effectively represent his/her team at the Tournament Table.⁴

¹ One set of these questions will also be given to the each Team prior to the tournament.

² Establishing team spirit and a sense of group membership is an important aspect of this type of activity

³ The Teacher

⁴ This is how positive interdependence is established and where cooperative learning really happens!

4. Assign the Tournament Tables more or less randomly⁵, but with no more than one member of each team at each table.

TOURNAMENT GROUPS

<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>	<u>F</u>	<u>G</u>	<u>H</u>
1	10	11	20	21	27	2	9
12	19	22	26	3	8	13	18
23	4	7	14	17	24	5	6
15	16	25	27	5			

5. TOURNAMENT RULES

- There are three rotating roles⁶ that are exchanged after each question is asked.
 - A- **The Contestant:** who randomly draws a card with the number of the question that he/she attempts to answer.
 - B- **The Quizmaster:** who reads the question, checks the answer, and judges the correctness of the Contestant's response in consultation with the Scorekeeper. The answer is not read aloud if the response is not correct.
 - C- **The Scorekeeper:** who records the points assigned for each Contestant on a scorecard.

NOTE: It is the role of the Scorekeeper in the first round to fill in the names of each of the teams that are represented at the Tournament Table.

- The roles rotate to the left after each round.
 - The forms with the questions and answers are to be kept face down between rounds.
 - If a question is answered correctly, the numbered card is kept aside. If a question is answered incorrectly it is replaced in the deck.
 - The tournament continues until every Contestant has answered a set number of questions. At that point, the Scorekeeper in the last round adds up the scores and turns the scorecard in to the Grand Poobah for final tally.
6. At the conclusion of the tournaments, the Contestants return to their team tables and rehearse their Team Cheer as they await the final tally. Huge prizes⁷ and accolades are lavished upon the victors.

⁵ In this case the students from each team are distributed horizontally to complete this table

⁶ Roles can be initially assigned by each student pulling numbered cards from the deck; highest card is the Contestant, lowest is the Scorekeeper.

⁷ Which, apart from sugary foodstuffs, may also include bonus marks for each team member on the unit test.