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**IF WE KNOW IT ...
I KNOW IT!**

anthropolis



**CITIZENS
IN POWER**



**FORUM FOR
FREEDOM IN
EDUCATION**



**OXFAM
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SÜDWIND



Instructions

Prepare a series of questions. One for each student is advisable. The questions must be of various levels of difficulty.

Divide the class into the groups they have already worked with during the UDS.

Assign each student a number and prepare numbers based on the number of students (like the game bingo).

Ask a question:

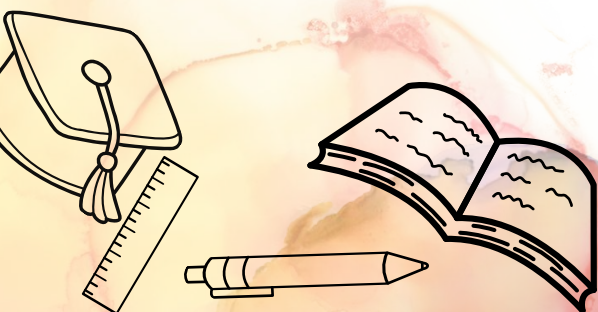
- Ask students to share the answer with the whole group.

Timing:

- The time needed to answer according to the difficulty of the question (30 seconds - 1 minute - 2 minutes) is very important.

Extract a number from the prepared cards and ask the corresponding person to answer. While answering the other group members can help or supplement and the question is still valid.

It is very important to pretend to put the cards back together and to say that even those who have already answered can be called back, otherwise they stop participating.



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The score

- 0 points for the wrong answer
- 1 point for an incomplete answer
- 2 points for the right answer

(if the class is undisciplined, put the -1 point rule every time those who have not been called answer)

The teacher will calculate the score

For example, out of 20 questions, the total achievable will be 40 points, if they reach 25 it is enough. Then calculate how much they have achieved based on their score.

Immediately point out that the game does not put the groups against each other but it is the whole class against the questions.

Decide if the score obtained will be an equal grade for everyone, a + in time of need, or just a moment of review. This too will be something to communicate immediately to the students.



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