

The One with the 4 Corners

#movement #game #check-your-knowledge

Checking your knowledge playfully.

Arrangement: plenum

Phase: conclusion

Description:

Four students are chosen and distributed to the four corners of the room. Then the game director asks questions. Possible questions could be about vocabulary, simple math, listening tasks in music class or other questions from different areas. The first person to answer the question correctly is allowed to move on to one corner, and the first person to get back to his or her starting corner wins the round. The round duration varies between 4 and 10 minutes, depending on how fast the students are and how difficult the questions are.

Differentiation:

Due to the tremendous variety this method brings, there are many possibilities for differentiation. One can use the method in many areas and subjects and also at different ages.

Hints:

It would increase motivation if there were rewards for the students at the end. Furthermore, students who do not win a round should be given more chances not to discourage them. It is also essential to ensure that none of the students is embarrassed and considered a "loser".

Material:

If applicable, prepare questions and answers.

Variation:

Instead of four individual students, different teams can be created. Pairs of two students each or larger teams that the class could choose.

Sources (German):

Vier Ecken raten. Auf: www.labbe.de/spielotti/index.asp?spielid=955. Accessed: 23/02/2022.