



# THE ICON GAME

## *Responding to Literature with Depth and Complexity*

Many students enjoy learning through interaction with peers and through games. *THE ICON GAME* encourages students to take risks with their thinking and understanding in a collaborative environment. *THE ICON GAME* provides an opportunity for students to develop skills in the following areas:

- Communication of ideas
- Higher-level thinking
- Social and emotional intelligences
- Summarization of thinking
- Verbal communication
- Vocabulary extension
- Comprehension skills

This set of questions is designed for a whole class or small student groups to respond to literature through the Depth and Complexity Icons. Each game includes a spinner with the eleven icons and a Free Choice option on the twelfth space. The game also includes eight questions from each Depth and Complexity Icon.

The purpose of *THE ICON GAME* is to engage students in discussions that go beyond knowledge level questions of who, what, and where to deeper and more complex thinking supported by the Depth and Complexity Icons. Once students understand how the Depth and Complexity Icons function, they will be able to use *THE ICON GAME* in ways such as small group literature circle discussions and whole-class discussions to enhance comprehension or to help students review for a test.

To help students take risks with their thinking, we ask that you encourage students to respond to each other's comments in order to promote further in depth conversations, to agree or disagree with each other, seek evidence for their response from the text, and consult with group members when a response is not immediately available to them.

### **Ways to play THE ICON GAME:**

The game may be played in any way to generate discussion.

**Individual Response:** A student spins the spinner and draws the card that corresponds to the icon on the spinner. The student reads the question out loud to the group and provides an individual response. Other students may add additional information or ask clarifying questions.

**Moderated Response:** A student spins the spinner and draws the card that corresponds to the icon on the spinner. The student reads the question out loud to the group, and members of the group openly share opinions, opposing views, questions, and other responses.

**Partner Response:** One set of partners spins the spinner and draws the card that corresponds to the icon on the spinner. The partners read the question out loud to the group, and all partners within the group confer and respond to the question.

### **Whole Class Response:**

- **Heads Together:** The teacher spins the spinner for the whole class. Small groups of students put their heads together to generate a common answer to share with the group.
- **Group Share:** A student group (e.g., Table One) spins the spinner and draws the card that corresponds to the icon on the spinner. A student reads the card out loud to the class, all student groups confer, and groups share their answer with the class. Groups can ask other groups clarifying questions and seek additional information.
- **Teacher-Initiated Conversation:** The teacher spins the spinner and draws the card that corresponds to the icon on the spinner. The teacher reads the card out loud to the class. The teacher provides a response to the prompt to initiate conversation to encourage the students to think and respond to the prompt in deeper and more complex ways.

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## **Alternate Uses of THE ICON GAME:**

**Literacy Station:** Students may select one or more cards from each Depth and Complexity Icon and respond to the questions in their literacy journal.

**Assessment Purposes:** *THE ICON GAME* questions can be used as a way to evaluate students' understanding of a selected text.

**Writing Prompts:** As a follow-up to reading sections of the book, or the whole book, students can use the questions as writing prompts.

**Visual Understanding:** As a follow-up to reading sections of the book, or the whole book, the questions as prompts to allow students to visually represent their learning and understanding of the text.

**Interview the Reader:** As a follow-up to a shared or individual reading experience, students use *THE ICON GAME* questions for a mock interview.

**Deep and Complex Look Book Discussions:** After students complete a Deep and Complex Look Book, students can spin the spinner and share their response to that icon.

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