

# Questions of Motivation Rules

In this game, you will be acting as both students and teachers in a classroom setting of your choosing. Think of the game, "Guess Who," but rather than people, we will be figuring out student motivations.

- 1) As a group, take 5 - 10 min to

**decide the context of your game classroom.**

Answer these questions:

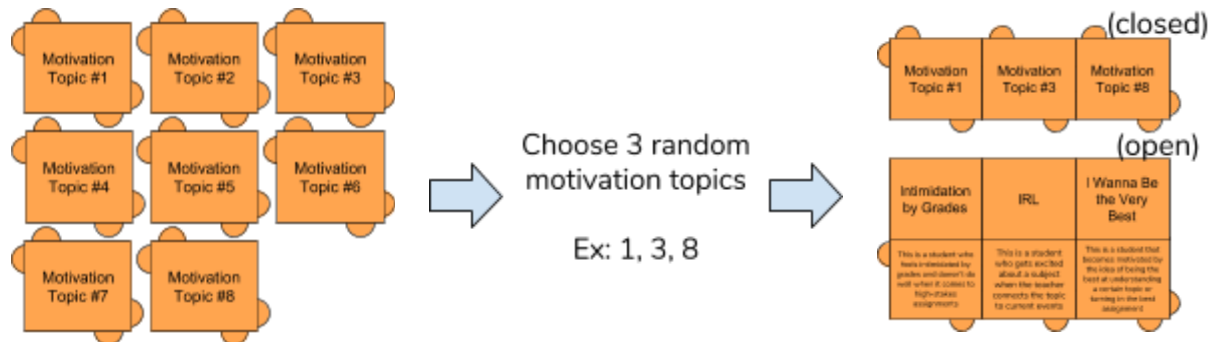
- What **subject/topic** is the class learning?
- What is the class **assignment**?
- What **grade** are the students in?

Feel free to come up with **more ideas** to flesh out the class.

**Tip: Use Post-It Notes to note down the classroom contexts.**

Subject: Squid Grilling	Other: There's a bear wandering around	Assignment: Build a Grill
Grade: 10th		Other: All the electricity in the building is out

- 2) Choose **3 random motivation topics** to start with. Each player takes a motivation tile with those topics and builds their playing board. Read the motivation topic descriptions.



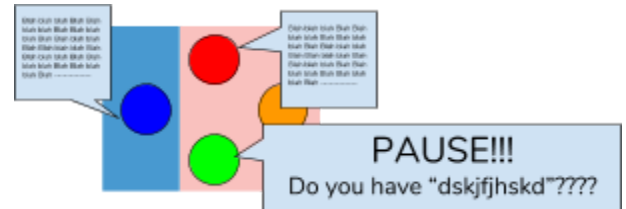
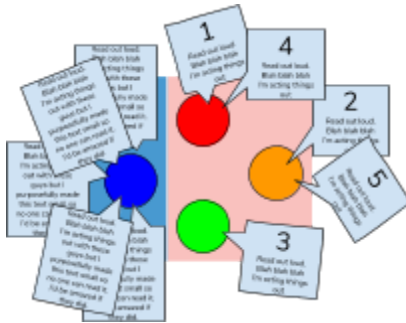
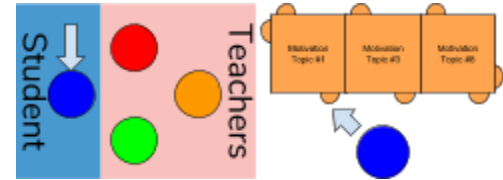
- 3) Choose **one person to start as the “Student”** and everyone else in the group will act as “Teachers.” The round begins when **the Student chooses one of the motivation topics**. Do not reveal it yet.

- 4) The Teachers can now ask **a total of 5 questions** in order to narrow down which motivation topic the Student chose, taking turns **starting with the person to the Student’s left**. A Teacher is **free to skip their turn** and it won’t count as a question.

**Here’s the Twist:** *The questions must be asked through role-playing.*

The Teacher must **phrase their question in a way that a real teacher would speak** to a student in their classroom and **connect their question to one of the aspects of the classroom**. The Student must also role play to give a response. **Tip: Use your board like a “Guess Who” board**, closing topics you’ve eliminated as possible answers.

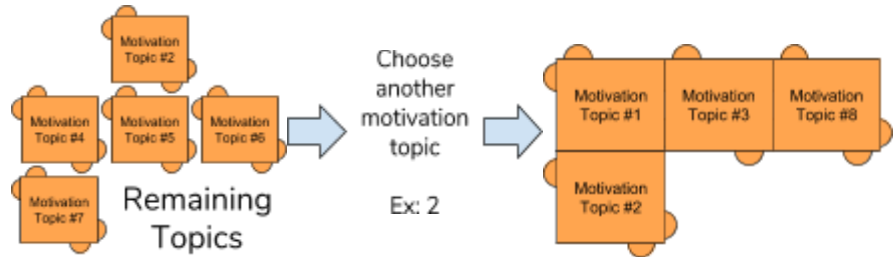
- 5) **At any point during the questions**, a Teacher can **call “Pause”** and they will be given an attempt to **guess which motivation topic** the Student chose. If the Teacher guesses wrong, they lose 3 points.



- 6) The round ends if:
- **One of the Teachers is able to guess correctly:** The Student gains 3 points and the Teacher that guessed correctly gains 5 points. The Teacher that guessed correctly now becomes the new Student.
  - **None of the Teachers guess correctly after asking 5 questions:** No one gains any points and the Student remains the Student for the next round of questioning.

7) **Before the next round begins, draw another motivation topic.**

Everyone reads its description and adds the corresponding motivation tile to their board. The Student now has one more possible motivation topic to choose from.

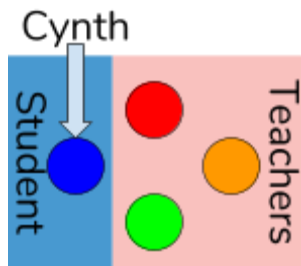


- 8) **The game ends** once the group has played **2 rounds with all possible motivation topics in their game board**. The winner is determined by who has the **most points at the end** of the game.

## Example of One Round

### Circumstances

Subject: Feeding Elephants	Other: There's a bear wandering around	Assignment: Create a procedure on how to feed elephants
Grade: 10th	Other: All the electricity in the building is out	



The Student, Cynth, chooses "Intimidation by Grades: Some students feel intimidated by grades and don't do well when it comes to high-stakes assignments."

1

I think Cynth chose "The Effect of the Unimportant"

Hi Cynth. I've heard from the other students that they don't think that feeding elephants is something they'll need to know for the future. I was wondering if you thought it was an important skill to work on and create a procedure for. Do you think so?

It's not a particularly bad skill to have for the future

2

I think Cynth chose "Intimidation by Grades"

This is a required 10th grade class, which you need to pass in order to move onto your junior year, but I wanted to let you know that this assignment won't be a huge part of your grade. Does that make you feel better?

Yes, I always worry about how my assignments affect my grade

3

PAUSE!!!

Did you choose "Intimidation by Grades?"

Correct!!!

Cynth gains 3 points and Red Teacher gains 5. Red Teacher becomes the new Student.

