

20 Questions of Motivation Rules

In this game, you will be acting as both students and teachers in a classroom setting of your choosing. Game boards will be provided to help with game play. If you have any questions, please ask the GM, Cynth.

- 1) As a group, take about 5 min to **decide the context of your game classroom**. Answer these questions:
 - a) What subject/topic is the class learning?
 - b) What is the class assignment?
 - c) What grade are the students in?

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

- 2) Everyone reveals the same **3 random motivation topics** to start with. 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**.
- 4) The Teachers can now ask **a total of 20 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 asking 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. However, the Student can only answer yes, no, or maybe. See below for an example.

- 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 are able to guess correctly after asking 20 questions:** No one gains any points and the Student remains the Student for the next round of questioning.
- 7) **Before the next round begins, reveal another motivation topic** and everyone reads its description. 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 revealed.

Example

The Student (named Cynth) chose: “Intimidation by Grades: Some students feel intimidated by grades and don’t do well when it comes to high-stakes assignments.” The topic is feeding elephants. The assignment is to create a step-by-step procedure on how to feed elephants.

Teacher #1 (they think that Cynth chose “The Effect of the Unimportant: Some students don’t think that a certain subject is important for their future knowledge.”):

“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 this was an important skill to learn. Do you think so?”

Cynth: “Yes” (she could also say “Maybe”)

Teacher #2 (correctly thinks Cynth chose “Intimidation by Grades”):

“I just wanted to let you know that this assignment isn’t worth that much of your grade. Does that make you feel less nervous?”

Cynth: “Yes”

Teacher #2: “PAUSE! Did you choose Intimidation by Grades?”

Cynth: “Yup.”

Cynth gains 3 points and Teacher #2 gains 5. Teacher #2 becomes the new Student.