

Tag Shuffle

Description

This game lets students practice their understanding of HTML without having to sit in front of a screen. The physical aspect provides a different learning context and will help deliver a more holistic experience to students.

Simply print and cut the cards included in this kit to create a deck of playing cards for the game. Then have students use the cards to create valid HTML. This game can be played as a class with individual students taking turns to add new features to the “web page”, or it can be played in groups with each group working to create a valid page. As HTML is open-ended and can be used to create a wide variety of specific designs, the instructor should set up specific requirements (a goal) to drive the design – e.g. “create a page with a header, content area, side-bar, and footer”.

This game is especially strong in its ability to give students comprehension of which tags come in pairs (i.e. that most tags have both an opening and closing tag) and basic HTML structure (the specific child/parent relationships of tags like `<head>` and `<body>`).

Customize the game to fit the lessons you are trying to teach by printing only the tags you want to cover, or add new tags to cover specific subjects. For example, table structure is not in this set due to the complexity of dealing with tables. If you want to deal with tables, then you would need to add `<table>`, `<th>`, `<tr>`, `<td>`, etc.

How to Play

This outline is an example of ways to set up the game, there are many possible options of how to implement Tag Shuffle, so feel free to create your own.

1. For the activity as a whole-class at the same time:
 - a. It is best to hang the tags up on the board or somewhere everyone can see them. A small piece of tape at the top of each paper tag is usually sufficient.
 - b. Divide the class up in to teams (size is flexible, can be large teams).
 - c. For each turn:
 1. The instructor established a new goal. This can be adding a new tag or changing the arrangement of exsisting tags.
 2. The current team elects a person to come up for that turn (not the same person every turn) and make the required changes.
 - d. Score can be based on correct usage of the tags or time taken to complete.
2. For the activity as a card game for one team at a time:

- a. It is best to have each team play at a table like a typical card-game. The layout can take up a lot of space (like dominoes) so be sure to provide a large surface. Remember that you will need to print up a complete set of cards for as many teams as will be playing simultaneously – so if four teams are playing at a time, you will need four complete sets of cards).
- b. Divide the class up into teams (smaller teams are better, maybe 4 students to a team).
- c. Teams work in parallel. Each team works to arrive at the goal established.
- d. Score can be based on time taken to complete (first to finish), but should include correct use of tags (i.e. points taken off for incorrect usage).

All rights reserved by Andrew Frueh, 2014-2015.
<http://www.andrewfrueh.com/>

This work is licensed under a Creative Commons Attribution 4.0 International License.
<http://creativecommons.org/licenses/by/4.0/>