

C.L.U.E

CREATE QUESTIONS

The facilitator/s of the activity (lecturer, tutor/s) creates questions from their course content — the splitting of the questions and corresponding answers is done automatically when the full statements are entered.

FORM TEAMS

Teams must be of three to four players, who may be in-person or remote.

JOIN

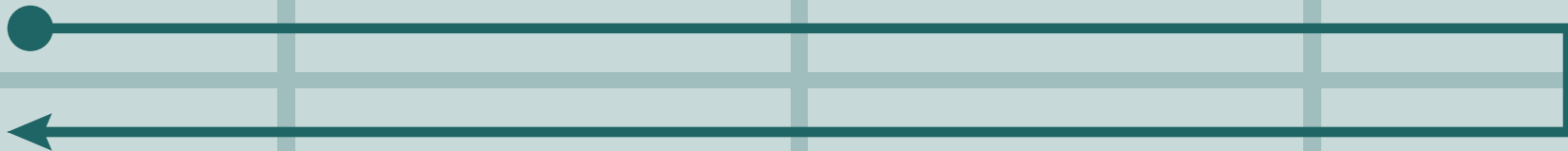
On their own devices, all team members must navigate to:

<https://lor-rani.github.io/>

Players should not be able to see another player's screen.

CHOOSE PLAYERS

All team members choose a player number and select the corresponding button on their screen.



REFLECT

Once the team has answered all of the questions, they will see a screen on their devices that congratulates them. Then, students are encouraged to discuss how effectively they communicated and how this could be improved, as well as any challenges they had with the course content.

REPEAT

The process outlined in Step 5 & 6 are repeated for each question in the game.

CONSTRUCT ANSWER

Each player is provided with two possible answers; the full answer to the question is comprised of one option from each player. Teams follow the process outlined in Step 5 to construct the answer.

Once completed, players select their chosen answer.

CONSTRUCT QUESTION

Each player has a different part of the question on their screen. Players must communicate what is visible to them and collaborate with their team to construct the question.

Once the team is confident that they have the full question, each team member selects 'Next'.