

Concept Center #3:

Identifying Learning Tasks and Questioning Strategies

Activity: Match-Up Game

Purpose: To *analyze, evaluate, and categorize* the thinking skills learners need in order to do some typical learning tasks or answer typical topic-related questions that trainers ask. To *change* a Lower Order Thinking Skills (LOTS) task/question into a Higher Order Thinking Skills (HOTS) task/question.

Instructions: Read all instructions first. Choose a new group facilitator, then do the following –

- A. **Facilitator** – Open the game envelope and put the 6 Thinking Skills Cards on the table. Pass out the task/question cards. Keep the answer key to show to the group when the game is done. Allow 8 minutes to categorize/match-up the task/question cards. At the end of 8 minutes, stop the match-up and do Item C below (you may not have had time to categorize all the cards).
- B. **Group** – Distribute the task/question cards among yourselves. Take turns reading them and then discuss and agree on which thinking skill(s) a learner needs to use in order to do the task or answer the question. Place the card on the appropriate thinking skill. If a learner needs two or more thinking skills in order to do the task or answer the question, place the card on the higher/highest thinking skill. You can use your reference card and handout pages 8 - 9 to help you, if you wish.
- C. **Facilitator** – Check the answers when done. Give yourselves a round of applause if you got them all. Then facilitate a group discussion about the following questions:
 - a) *Were there any differences between the answer key and the group's answers? If yes, decide which answer the group thinks is the best one and why.*
 - b) *How might you change one of the LOTS questions (remembering, understanding, applying) so that it becomes a HOTS question (analyzing, evaluating, creating)?*
- D. **Facilitator:** Mix up all the cards and put all game materials back in the envelope for the next group.