

Concept Center Three: Myth or Fact Game



Center Topic: Brain research about Accelerated Learning and Adult Learning Theory.

Center Outcome: How to use a collaborative, card-sorting game to introduce new concepts or to actively review previously-learned material.

Instructions:

1. Group: Choose a new facilitator for this activity.
2. Facilitator: Place the two cards labeled “Myths” and “Facts” on the table. Mix up the game cards and pass them out to players.
3. Players and Group: Players take turns reading their cards aloud. The group decides whether the card is a Myth or a Fact. Players place cards on the Myth or Fact piles. Play the game for about 6 minutes. Even if you haven’t finished sorting the cards, at the end of 6 minutes stop and compare the group’s answers with the answer key.
4. Facilitator with Group: Lead a group discussion about the answers that were different from the answer key and why. Also discuss:
 - How can you use a game like this to introduce new concepts or as an active review of learned information?
 - How might you vary the game?
 - What are some other learner-directed card games you have used or have seen used?
5. Facilitator: Thank your group, mix up the game cards, and place all materials where they will be easily available for the next group.

1. Adults learn best by listening and taking tests, while children learn better with hands-on experiences.

2. All learners like to be self-directed and actively involved in learning.

3. Adults have their own preferred ways of learning; children don't have learning preferences yet.

4. Both children and adults learn better when they feel good about learning.

5. Age is an important variable when looking at how learners learn.

6. Past experiences are important to the human learning process.

7. Both children and adults have their own ideas to contribute while learning.

8. Informal learning environments detract from the learning experience.

9. Humans remember more when they figure things out for themselves.

10. For optimal learning, the physical body needs to be motionless while the brain/mind is engaged.

11. Attention increases when the learning environment changes, and decreases when the environment doesn't change.

12. Shorter segments of instruction are better than longer ones.

13. "Brain-friendly" teaching and learning includes the following elements: novelty, positive emotions, instructional variety, and active participation.

14. "Habituation" describes the brain's ability to ignore anything repetitive, routine, or boring.

15. Instructor-led, content-centered, lecture-saturated presentations and training are brain-antagonistic.

16. Television has conditioned us to get our information in small "chunks" or segments of time.

17. Brain-friendly learning environments are formal, visually bland places where little collaboration among learners occurs.

18. Emotion drives attention, which drives learning.

19. Attention drives emotion, which drives learning.

20. Adults learn best in an informal environment.

21. Adults have different learning styles or preferences.

22. Adults learn in different ways from the ways children learn.

23. Relating new information to what they already know is confusing to learners.

24. Humans remember more when someone else shows them how to figure things out.

25. Attention increases when the learning environment doesn't change, and decreases when the environment changes.

26. Longer segments of instruction are better than shorter ones.

27. For optimal learning, the physical body needs to be active while the brain/mind is engaged.

28. Children learn best by listening and taking tests, while adults learn best with hands-on experiences.

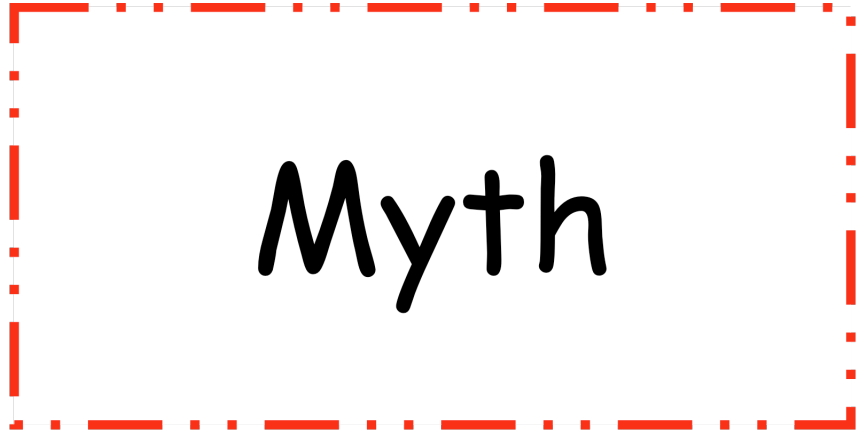
29. Human learn best when they can link new information to what they have already learned.

30. The human brain pays greater attention to the routine and repetitive elements of a learning experience.

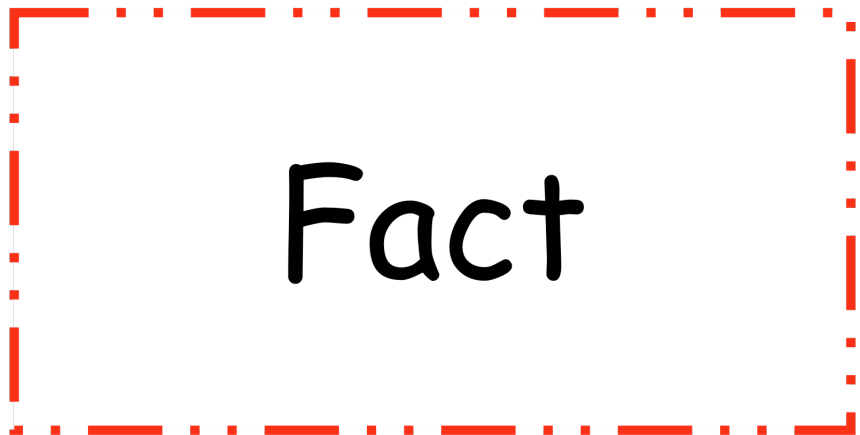
**Myth or Fact
Answer Key**

**“Myth” Card
“Fact” Card**

1. Myth
2. Fact
3. Myth
4. Fact
5. Myth
6. Fact
7. Fact
8. Myth
9. Fact
10. Myth
11. Fact
12. Fact
13. Fact
14. Fact
15. Fact
16. Fact
17. Myth
18. Fact
19. Myth
20. Fact
21. Fact
22. Myth
23. Myth
24. Myth
25. Myth
26. Myth
27. Fact
28. Myth
29. Fact
30. Myth



Myth



Fact