What do you know?
A game for active learning - 15 minutes
Professional Learning and Teaching Team
Deakin Learning Futures

1. What do you know?
   Ask students to write what they know about topic X. Advise students that anything is good! 2 minutes

2. What do we all know?
   Now ask students to share what they know with the whole class. Scribe their responses (whiteboard is good) so they can all see the comments. 5 minutes

3. What do we want to know?
   Now ask students what they want to know. Scribe again. 5 minutes

4. What will you know?
   Discuss which questions you think they will know the answers to at the end of the class. 5 minutes

5. On with the class
   Proceed with the class. Encourage students to note (to the whole class) when one of the questions is answered.

If they ask why?
Tell them it’s because:
- Learning scaffold
- Writing is thinking time
- Gives students something to contribute orally
- Acts as a rehearsal for speaking
- Acts as a focus on the specific content to come in the class
- Gives access to information to other students
- Forms a negotiated learning intention for the class (or topic)
- Identifies for you what they know (and will need to learn)
- Enacts constructivist learning theory (start with what they know, not what you want to teach)