

# 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

4

## 5 On with the class

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

5



## 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)

