

RESTATING THE QUESTION GAME



This game works as a great icebreaker, or in my classroom I use it as a way to teach the practice of re-stating the question in a written response.

Purpose of the Game: To answer a series of questions without using the words *yes*, *no*, or any synonyms for one minute.

Setup: The teacher asks for a volunteer to come to the front of the room. The teacher then asks the students a series of questions in a conversational style, and the student must answer without using *yes* or *no*, any equivalents, or any gestures that indicate *yes* or *no*. If the student does answer with *yes* or *no*, he or she is eliminated from the game. The student wins if one minute passes without messing up. **Note:** The student must respond, and stalling will result in disqualification.

Example round:

Teacher: Hey, John. Are you having a good day today?

John: I am having a good day today.

Teacher: Well, good. Today is Tuesday, isn't it?

John: Today is Tuesday.

Teacher: Good. Sometimes I forget things like that. Do you ever do that?

John: I never do things like that.

Teacher: Really? Is that true?

John: That is true.

Teacher: By the way, I saw Rachel in the hall. She's your sister, right?

John: Yes! (*realizes mistake*) I mean... (*John is disqualified.*)

Winning the Game: If the student goes one minute without replying with *yes* or *no*, he or she wins the game. To make things more fun, the teacher could offer a prize!

Application: When answering short answer questions, students should not begin their answers with *yes* or *no*. Instead they should always restate the question. They should write their answers as if the reader does not know what the question is.