

12. TOURNAMENT

Approx. duration: 45-60 min

Groups of: 4-6

Competencies involved: Listening, Speaking, Writing, Reading

Level: all

Required Material:

- Whiteboard and markers or large piece of paper/cardboard
- Laptop (optional)

Description

The tournament activity revolves around creating competitiveness through the formation of groups and the selection of learning activities. [1] This formula is an excellent way to make content-based courses more engaging (e.g. grammar notions, vocabulary, reading comprehension revision). To initiate the competitiveness aspect of the task, a prize should be announced before the first round. Then, before the tournament starts, the teacher should give the students a few minutes to revise the content that will be covered.



Working in small groups of four to six, students engage in a few tournament rounds. The number of rounds is predetermined by the teacher as it depends on the content covered. Each round may involve tasks such as answering questions (on a worksheet or displayed on the board), solving a problem, completing a game (e.g. charades, crosswords), drawing, and so on. Anything goes, as long as the tasks are aligned with the main learning objective. [2] Students should write their answers on their whiteboard (while being mindful of others possibly copying them), an answer sheet or a large piece of paper.

At the end of each round, the teacher asks the students to stop and share their answers with the class. The instructor can decide who the winning team(s) are or include the students in the process and ask them to decide. Points are compiled after each round.

TEACHER

Preparation

- Content choice
- Assessment and/or feedback tool preparation (optional)
- Team formation
- Activity explanation including an example

STUDENTS

- Revision
- Review of the evaluation criteria (if applicable)

TEACHER

Workflow

1. Gives the activity instructions.
2. Times the activity steps and guides transitions.
3. Walks around the classroom to verify the students' progress.
4. Proceeds to a recap after each round.
5. Declares a winning team.

STUDENTS

1. Select a timekeeper and a scoreboard manager (if applicable).
2. Select a facilitator for each round.
3. Complete each round as fast as possible.
4. Review and assess their own and others' answers each round (if applicable).

TEACHER

Evaluation options

- Assessment using basic evaluation criteria that have previously been shared with the students or that are shared during the activity

STUDENTS

- Formative assessment of other teams' answers based on the teacher's criteria

Tips

- It's important to give the students a time limit for each round.
- The prize doesn't have to be a tangible object or bonus points : it could be, for example, giving the students priority when choosing their oral presentation date and time.

[1] Chamberland, G., Lavoie, L. & Marquis, D. (2003). 20 formules pédagogiques. Presses de l'Université du Québec.

[2] Innovation en moyens pédagogiques d'apprentissage actif pour le génie. (s. d.). Vignettes de pédagogie active : Tournoi. Polytechnique Montréal. <https://www.polymtl.ca/vignettes/tournoi>