

## Loop Game – Genetics Review

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### Instructions:

The game involves students being dealt a set of cards, each with a question and an answer to a different question. Beginning with the student who has 'START' written on their card, they read out their question, and the student with the corresponding correct answer is required to read out the answer. That student then reads their question for another student to answer. The game continues until all questions have been answered and the sequence arrives to the 'END' card in which the loop is complete.

### Thoughts:

I used this in two of my grade 12 university prep biology courses for the topic of genetics. It was used as review to consolidate themes and concepts students find difficult (i.e., Lac and Trp operon, mutations etc.) In both of my classes I had a very different experience. A little background about my two classes, the first one in the morning is very quiet, not many students ask questions and they are all very attentive to everything. I found it very easy to play this game because students were attentive to each other and not shouting out answers. However, we did have a broken loop and missed out on a few questions due to not answering one correctly. It is very important to have a teacher version in which the order is correct and easy to follow as the game is being played. The game took about 10-15 minutes max as everyone was very attentive. In my second class, in the afternoon, it's a completely different dynamic. Students are always asking questions, very interested in topics, and always asking further extended questions which sometimes are out of their scope of knowledge. A lot of what if questions for sure! It was a little harder to get them to listen to all the questions being answered because a lot of side conversation was going on about the topic being asked. It took longer as they were not as attentive, so I got them to answer class. We did not have a broken loop; however, it took approximately about 15-20 minutes. When someone who had the right answer did not know the answer the rest of the class would answer helping the student with the answer to know it was their turn. The game allows students to reinforce their knowledge class, because students are still answering the questions being asked and making sure it's not on their card/ their turn to go. It's very easy to start a discussion on the question and ask further extending questions that students do not see on their card just based on the question being asked, which is a great review!

### Tips & Advice:

- With a very talkative class the game might take longer due to chatter, but it can be very helpful to have the class answer a question instead of just an individual, it will have everyone engaged.
- Have a master copy of the answers so a broken loop does not occur.
- With a shy class, students can be afraid to shout out the answer and read the question but if they have the correct answer, they can show it to someone else or a teacher to read it out for them. It will be evident that the student still has the knowledge.