

GAME BASICS

THE GOALS



Learning Goal

Students will be able to:

- Prepare for discussions
- Use a variety of discussion skills
- Ask and answer deep questions
- Build on and refute others' ideas

Game Goal

Earn points and advance your individual, team, and/or class score by using different discussion strategies during a Socratic Smackdown

GAME PLAY











RULES

- 1** Teams of 4 to 6 students will be given a topic, text, or issue that will be the focus of the Socratic Smackdown, as well as a question set.
Students will prepare answers to the questions prior to the Socratic Smackdown.
- 2** The teacher will reveal which discussion skill strategies will be part of the game.
The point value of the different strategies will also be shared.
- 3** When it is time for the Smackdown, the class will set up chairs in a fishbowl arrangement.
A fishbowl is when there is an inner circle of 4 to 6 chairs—dependent on the size of the student discussion team—within a larger circle of chairs.
- 4** One student from each team will be asked to go inside the Socratic Smackdown ring to have a 6-minute discussion (or Smackdown) based on the topic, text, or issue given earlier.
During the Smackdown, they will earn points for using discussion skills. They can also lose points if they disrupt the discussion.
- 5** Using the Socratic Smackdown Scorecard, a number of students (from 2 to the entire class) will track points during the 6-minute Smackdown.
The first time the class plays the game the teacher can track points to model scoring.
- 6** Students who aren't scoring will complete the Coach Card during the Smackdown; if all students are scoring they will then complete the Coach Card after the Smackdown.
- 7** When 6 minutes is up, the teacher or a student will collect all of the Scorecards, determine the average score for each student in the discussion team, and then sum up the average scores to figure out the team score.
- 8** After the Smackdown, the students in the ring will complete the Instant Replay Card.
- 9** After individual and team scores are revealed, the class will have a brief discussion to share thoughts from their Coach Cards.

GAME PLAY

DISCUSSION STRATEGIES

The point value can vary according to the skill that is presently being learned and practiced by students.

	Agree	+1	"I agree... and..." to build on an argument.
	Disagree	+1	"I disagree because..." to refute an argument.
	Question	+1	Ask a probing question to get more details about someone's argument.
	Use Text	+1	Reference a part of the text to support an argument.
	Use Evidence	+2	Use a quote from the text to support an argument.
	Devil's Advocate	+2	Pose a question or situation that is counter to a person's argument.
	Connect	+2	Link a person's argument with another person's previous statement.
	Distract	-1	Distract team or class from discussion.
	Insult	-1	Be disrespectful to another person during the discussion.
	Interrupt	-1	Speak while another person is speaking.

On the next page is a set of Student Rules that you can print out and give to students to use as a cheat sheet when they are first playing Socratic Smackdown.

STUDENT RESOURCES

RULES CHEAT SHEET

- 1 Sit with your team of 4 to 6 students.
- 2 Read an assigned text or research an assigned topic to answer the questions in the question set.
- 3 Listen to which discussion strategies are going to be a part of the day's Socratic Smackdown.
- 4 When it is your team's turn, sit in the center of the fishbowl.
- 5 When your teacher says "go," begin the Smackdown and try to use as many discussion strategies as you can. Listening is key.
- 6 After your team's Smackdown is over, complete the Instant Replay Card.
- 7 If your team is not participating in the Smackdown, you will either score the Smackdown or critique the Smackdown.
- 8 After the round of Socratic Smackdown is over and every team has played, the final scores will be read and individual winners and/or team winners will be announced.