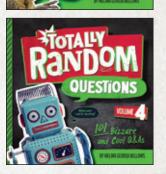
A series for inquiry-DESTIONS based learning

Students will love testing their knowledge of the fascinating info they'll find inside about animals, science, sports, food, and more.









OUESTIONS



. Why inquiry-based learning?

A. Students learn how to learn!

 By asking questions and examining answer explanations, students develop comprehension and critical-thinking skills.

Q. How can you engage students with Totally Random Questions?

A. Start class with a question.

- Prime students for learning with a fun brain break or warm-up.
- Engage all students by selecting questions that are relevant to student interests.

A. Make it a game!

• Try out the game—attached—and make it a competition!



THE GAME!

How to Play

WHAT YOU'LL NEED:

 Several game boards (divide the total number of students by four, so that there are 3 or 4 to a board)
Tape
1 player piece (e.g. a paper clip or eraser) per student
TOTALLY RANDOM QUESTIONS Volume 1 or 2, or the supplemental question cards

Tip: Use the blank supplemental questions cards to create your own!

The time has come to test your knowledge on all things totally random and totally COOL!

UESTIONS

- 1. Divide the class into teams of three to four players.
- 2. To start, stick the two sides of each board together with a piece of tape.
- 3. Get out your TOTALLY RANDOM QUESTIONS book, and invite students to cut out question cards on the next page. Encourage them to create their own questions for the blank cards.. Gather the cards.
- 4. Tell students to place all player pieces on START.
- 5. As teacher, you will be the question master, responsible for asking questions. Alternate between reading questions from the book and reading questions from the supplemental cards.
- 6. For each TRUE or FALSE question, if the player answers correctly, they can move their piece forward one space. If they answer incorrectly, they must move backward one space. For each MULTIPLE CHOICE question, if the player answers correctly, they can move their piece forward two spaces. If they answer incorrectly, they must move backward two spaces (or remain on START if they have not yet moved forward).
- 7. Have students take turns until someone reaches the finish line and wins!



SUPPLEMENTAL QUESTION CARDS









Like keeping it random? Check out the **FotAL-Y Random Facts** series!

КАНДОМ НОИSE ТЕАСНЕRS & LIBRARIANS for all the resources you need for your school or library!

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