

Too Many Problems to Solve

Online Version

Purpose

The purpose is to build cooperation and critical thinking skills while solving problems with partners checking each other's work.

Requirements

- **Time:** 35-45 minutes per match
- **Number of Players:** 3 or more
- **Age range:** Depends on the type of problems involved
- **Space:** Space for partners to work together (table or online webcam)
- **Equipment:** A supply of similar problems, paper, pencils, online webcam device, and scoresheets (optional - can be emailed to teachers if desired)
- **Prerequisites:** None

How to Play

1. Three or four players work together in a team (for one round of games).
 - a. In a team of three, one person will work alone each game.
2. In game 1, players A & B work together, and players C & D work together. In a team of 3, Player C works alone in the first game.
3. Partners will have 5 minutes to solve and check as many problems as possible.
4. Partners must complete one problem at a time and cannot move on to a new problem before finishing the first one.
5. Each player solves a different problem from the supply of problems given.
6. Partners check each other's work.
7. Before the next game, rotate partners as shown on the score sheet.
8. Score each game - a match consists of 3 games

Rules

1. Each player solves a different problem.
2. Partners may talk and help each other, but must do their own work to solve his/her individual problem.
3. Partners **must** check each other's work and show their work.
4. **Partners cannot go on to another problem without both problems being finished (solved and checked).**

Scoring

- Score 1 point for each correct answer and 1 point for correctly checking the work.
- Total your team's score and add all the team scores for the class score.
- **The class wins if the score improves in each round. The class loses if the score does not improve.**

Too Many Problems to Solve

Online Version

Variations

- If students work in pairs, the games are quicker (but the memory hooks are weaker).
- Groups can also play this game with or without score sheets.

Debrief Questions

The purpose of debriefing is to develop strategies that will improve your performance and to recognize how these lessons apply to everyday life. To facilitate a successful debrief, facilitators must observe participants and ask engaging questions that spark important conversations. If we don't debrief, we don't learn!

What happened?		
What did you see/hear? What was the score?	What worked? What didn't work?	How did people feel? What issue(s) came up?
So what?		
What did we learn?	How does this experience relate to other experiences?	Why are we doing this? How is it relevant to us?
Now what?		
How could we improve our score in this activity?	How can we work together better?	How could we apply lessons learned elsewhere?

Digging Deeper

- Did anyone feel reluctant to share strategies?
 - o Why? Are you still in a win-lose mindset?
 - o If we are trying to improve collective achievement, who are you benefitting when you withhold strategies from other teams?