



PlayGame mechanics

Start

Get the game going quickly with clear instructions
Encourage effort and positively reinforce good
engagement

Middle

Use a 'change it'
Use the Questions Card
Utilise moments for learning by
supporting/stretching an individual learner

End

Ask the learners to reflect on their experience, with
a particular focus on the process of problem solving

Draw on peer-to-peer reflection to discuss the
various ways they engaged with the problems



boing

