

# How to Play Crumple & Shoot

## Overview

The game goes like this: You ask your class a question. In groups, students agree on an answer and write it on a piece of paper (one paper per group). At your signal, all groups hold up their answers at the same time. Every group that answers correctly sends one student up to the front of the room with their paper. They crumple it up and shoot it into the trash can. If they make it in, their team gets a point. The team with the most points at the end of the game wins. Here are step-by-step instructions to get started:

### 1. Write the questions.

For an hour-long class, 15-20 questions is a safe bet. Focus on forced-choice questions requiring a single correct answer, including true/false or multiple choice. You could simply write the questions down on paper and read them out loud to students, or put them on PowerPoints, which is better for more complex questions (like multiple choice), prevents students from asking you to repeat them, and allows you to put the correct answer on the following slide, which helps visual learners.

### 2. Prepare answer sheets.

Use 8.5 x 11" sheets of paper, cut in fourths. This size is big enough for students to write answers without wasting a lot of paper. Cut enough paper for each group to have one sheet for each question, e.g., 6 groups x 20 questions = 120 sheets.

### 3. Set up your room. *(see diagrams at the end of this document)*

- Arrange students in groups of 2-4.
- Have each group come up with a group name (or simply call each group 1, 2, 3, etc.).
- Create a scoreboard at the front of the room with each group name and a place to tally points.
- Place a trash can in a central location, and put one or two strips of masking tape on the floor several feet away from the can, to indicate a 1-point and 2-point line (optional).

### 4. Go over rules and procedures with students, then start playing!

Student-friendly pages have been provided on the following pages. These have been time-tested and will help keep the game running smoothly.

## Tips and Variations

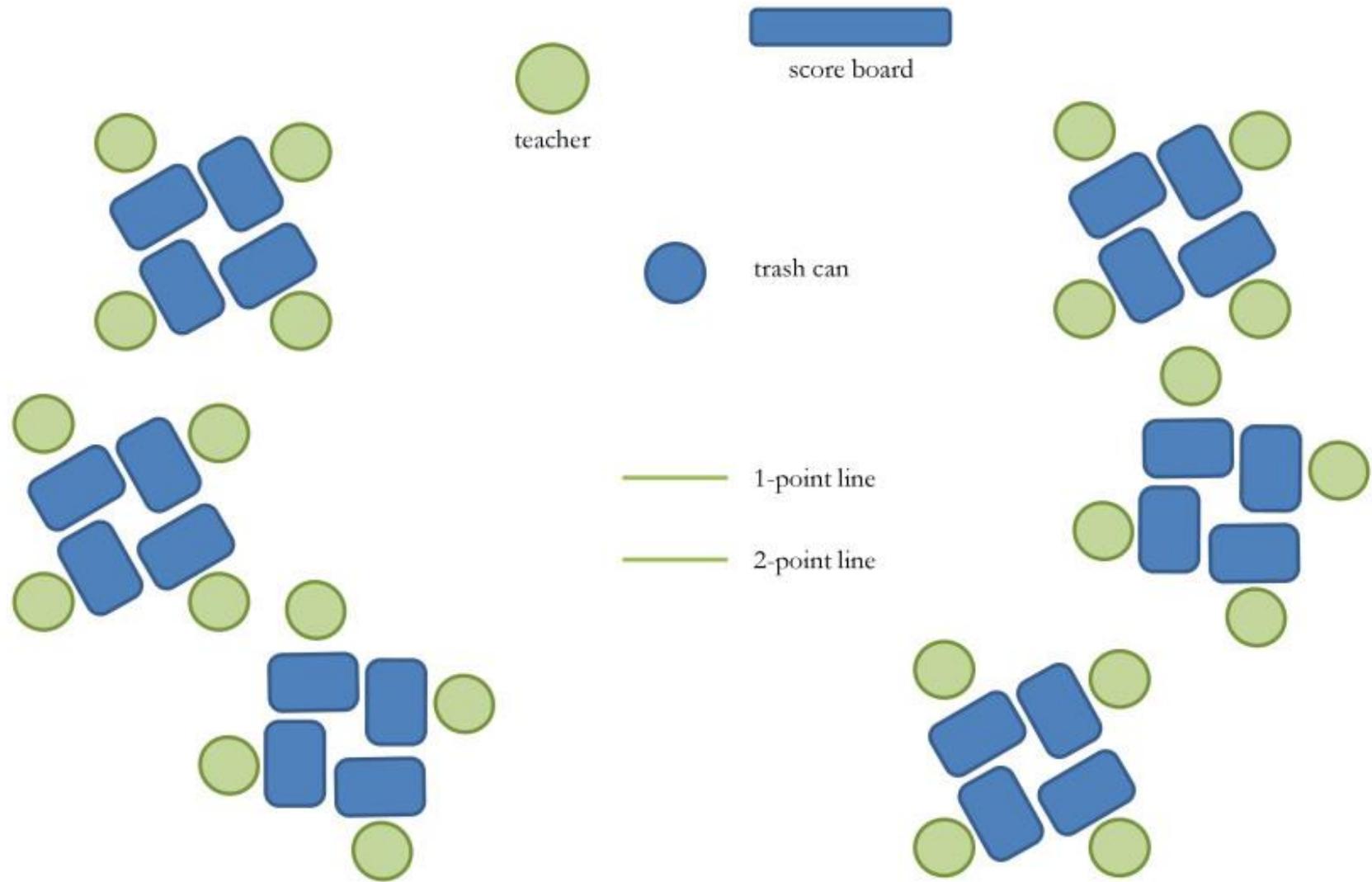
- I usually reward the winning team with two extra credit points on the test the next day.
- If one team starts to pull way ahead, you might offer a 2nd place prize (like one extra credit point) to keep the other teams motivated.
- Advise students to keep their discussions quiet: If another team overhears your answer and wants to use it, they can.
- You can require teams to rotate shooters, but I let them stick with one shooter if they prefer. This is an opportunity to shine for students who may not be as strong academically.
- Consider also trying this as open-book, open-note, or open-device: If students are rusty on the material, the act of looking for the right answer is still good review.
- Groups can earn points for good behavior: If you find that all of your groups are chatty, but one group is waiting quietly, go to your scoreboard and give that group a point...suddenly you'll have everyone else's rapt attention. Conversely, if you have bad behavior (like heckling) from one group only, you can award points to all the other groups.

## Crumple & Shoot: Rules

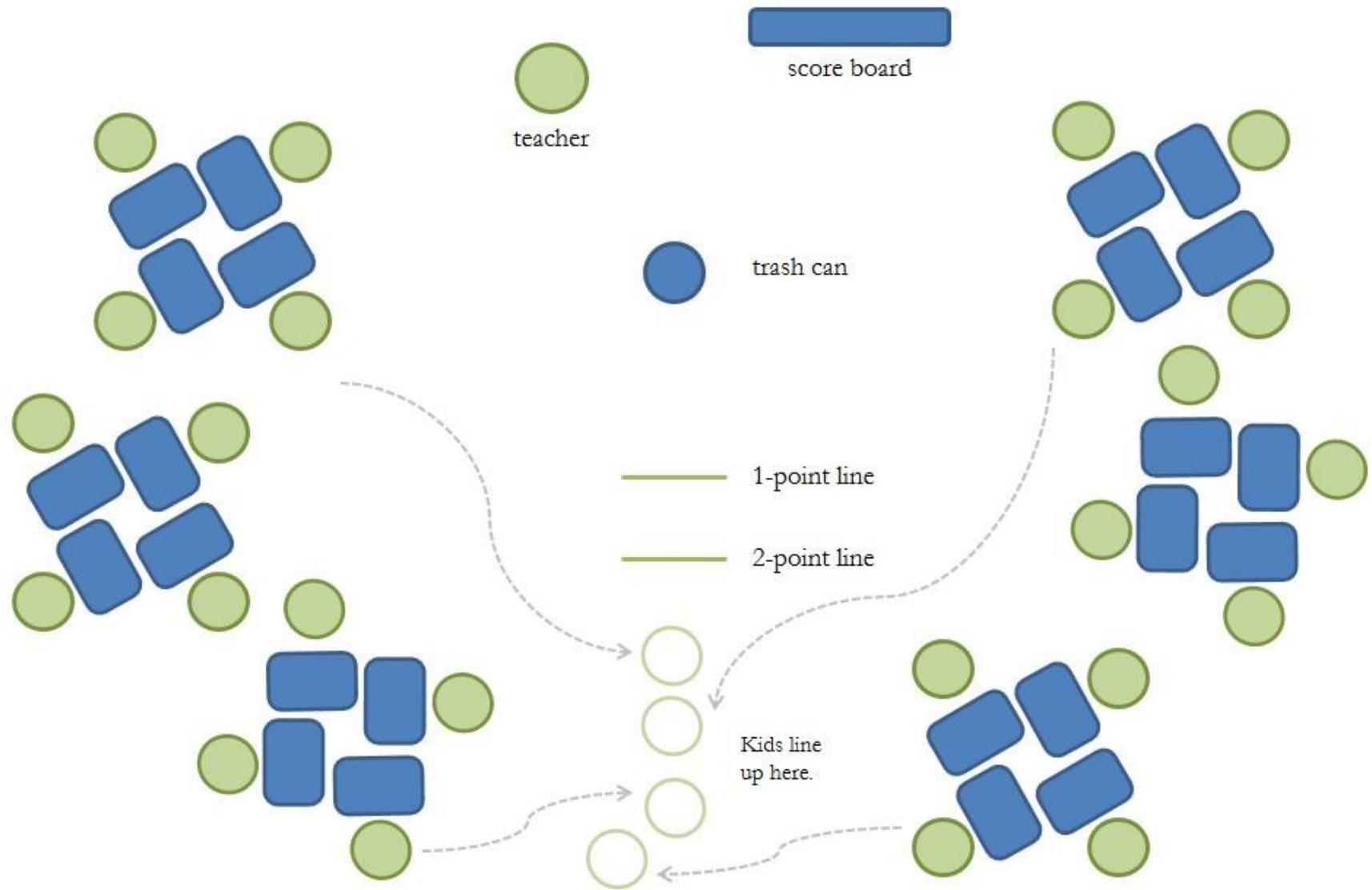
- ✓ Stay in your seats at all times: Only shooters are allowed up.
- ✓ No heckling while other groups are shooting.
- ✓ Both of your feet must be behind the line until the ball leaves your hand; otherwise your shot does not count.
- ✓ Only ONE sheet of paper per shot.
- ✓ Groups can earn points for good behavior.

## Crumple & Shoot: How to Play

1. The teacher asks a question.
2. Group members discuss and agree on an answer, then write it LEGIBLY on one sheet of paper.
3. After the teacher says “Answers Up!” one group member holds up the paper.
4. If your answer is **wrong**, the teacher will take your paper. If your answer is **right**, send up one person to crumple your paper and shoot it in the basket.
5. If your shooter makes it, you get a point. The group with the highest points wins.



Crumple and Shoot Set-Up



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