



The instructional aim of the game is to introduce a range of information resources to students who may currently use a narrow range of resources.

It contains assignment cards which range in point value. The lowest points should be easy to gain. The highest points are more difficult – not only are more resource cards needed, but they are typically the ones that are hardest to find. The academic journals and specialist style resources should be harder to find than low quality resources like blogs, websites, etc.

After playing the game, ask the class what they thought about the different resources:

- Do they currently use this range of resources?
- What do they think are the benefits or drawbacks of different types of resources?
- Why do they think some cards were harder to collect than others?

NB. This is the draft version of the game – the image files are prepared for each card, they need compiling to print the quantities suggested below. The quantities may need tweaking, so after more extensive playtesting, a final version will be made available.

Resource cards:

Blog - 20 cards

General website - 20 cards.

Newspaper - 15 cards.

Trade Journal - 15 cards.

Academic Journal - 15 cards.

Book - 20 cards

Encyclopedia / dictionary - 10 cards.

Official report - 10 cards.

Specialist information - 10 cards.

Bonus cards (included with resource cards) - 2 of each

Assignment cards: 15 in total. 1 of the highest value card, 3 of the two easiest, 2 of the rest!