



A library card game for between 2 and 6 players.

Guidelines for instructors

This is designed to be played as part of a teaching session and raises a series of issues to help improve search skills.

Each game should take between 5 and 10 minutes, largely depending on the number of players. An additional 10 minutes should be used for discussion afterwards, so allow 15 to 20 minutes in total.

Search skills issues covered

- Finding key concepts in a research question
- Synonyms for keywords
- Boolean operators
- Wildcards and advanced searching
- Need to keep records of search results
- Use of library resources over open web
- Plagiarism
- Need to check quality of resources
- The usefulness of librarians as a source of help

Running the session

Talk to your class briefly about the importance of good search skills, explaining that the game will introduce many of the ideas that will help them improve these skills.

Split your class into equally sized groups, introduce the game briefly and allow around 10 minutes for them to play, so each group has one full round of the game (note – the game takes significantly longer with 8 players than 2!).

Lead a group discussion after the game.

Exact topics will depend on your groups and the key learning objectives you want them to take away, but good general questions are:

- What search tips were new to you from the game?
- What do you notice about pulling keywords from a research question? Which sorts of words are normally ignored according to the game?
- Who got a wildcard? What was it and why do you think your wildcard gave you points or penalised you? Does that reflect the real search experiences of the group?
- What will you now do differently in your searching?

Credits

Game Concept: Andrew Walsh
Creator: Tanya Williamson
Backers: The Indiegogo backers
- Thank you!