

Game of Assumptions

Prerequisite Knowledge	<ul style="list-style-type: none"> • Understanding of the role of theory in research
Learner Setting	Classroom
Strategy Type	Large group game
Time	<p>Faculty prep: 20 minutes</p> <p>Delivery with students: 30 minutes</p> <p>Evaluation: 10 minutes</p>
Learning Objectives	<ul style="list-style-type: none"> • To identify assumptions commonly held by individuals • To verbalize assumptions inherent in theories used by researchers • To describe how theory influences variables and methodology
Materials/ Resources	<p>Cards from the game MindBender® or similar story cards, such as found on https://gpuzzles.com/brain-questions/logic-puzzles-and-riddles/ . Card should be logic cards that when answered should make the student realize that they could not answer it correctly because of an assumption that they had made about the situation.</p>
Strategy Overview	<p>Students will learn how to identify assumptions made by authors as expressed in the chosen theory. By recognizing their assumptions</p>

	<p>student realize how limited their thinking about a phenomenon may be. Being able to apply this thinking to theory choice and assumptions of authors is important.</p>
<p>Steps</p>	<ol style="list-style-type: none"> 1. Have students divide into two or three teams and give themselves a team name. 2. Using cards from the game MindBender® or similar story cards, give the first group one minute to answer the first question. If they answer correctly they get a point. If they answer incorrectly then the question is open for the whole class. 3. Continue for a few rounds. 4. Return to the whole group and discuss how our assumptions prevent us from seeing many obvious things. Discuss how this is true in research as well. Discuss the role of theory in reinforcing assumptions. Discuss how theory directs the choice of variables and methods.
<p>Evaluation</p>	<p>Low stakes, informal discussion</p>