In Pursuit of Information Literacy

Rebecca Freeman
University of South Carolina - Lancaster, rfreeman@mailbox.sc.edu

Valerie Freeman
Johnson & Wales University - Charlotte, valerie.freeman@jwu.edu

Follow this and additional works at: https://digitalcommons.georgiasouthern.edu/gaintlit

Part of the Curriculum and Instruction Commons, and the Information Literacy Commons

Recommended Citation
Freeman, Rebecca and Freeman, Valerie, "In Pursuit of Information Literacy" (2013). Georgia International Conference on Information Literacy. 10.
https://digitalcommons.georgiasouthern.edu/gaintlit/2013/2013/10

This presentation (open access) is brought to you for free and open access by the Conferences & Events at Digital Commons@Georgia Southern. It has been accepted for inclusion in Georgia International Conference on Information Literacy by an authorized administrator of Digital Commons@Georgia Southern. For more information, please contact digitalcommons@georgiasouthern.edu.
In Pursuit of Information Literacy

Objective
To demonstrate an understanding of main concepts of Information Literacy as presented by ACRL. Each player will progress around the board and answer questions for each Standard of Information Literacy.

This game is intended for students of all levels of Information Literacy.

ACRL Information Literacy Standards

Standard 1 – The information literate student determines the nature and amount of the information needed.
Standard 2 – The information literate student accesses needed information effectively and efficiently.
Standard 3 – The information literate student evaluates information critically and integrates information into his or her knowledge base and value systems.
Standard 4 – The information literate student individually or as a member of a group, uses information ethically and legally.
Standard 5 – The information literate student understands many of the economic, legal, and social issues surrounding the use of information and accesses and uses information effectively and legally.

How to Play the Game

- For 2-5 players.
- To start, each player will place their game piece on the Start space.
- Progress around the board clockwise.
- Role the die to determine how many spaces to go. For a role of 1, you will answer a Standard 1 question; for a role of 2, you will answer a Standard 2 question; for a role of 3, you will answer a Standard 3 question; for a role of 4, you will answer a Standard 4 question; for a role of 5, you will answer a Standard 5 question; for a role of 6, you will lose a turn.
- When the player lands on a space that says to lose a card, the player will choose a Standard card to discard. If they currently do not have any cards, they do not need to do anything.
- When landing on a space that says to answer the question, the player will answer the question on the card.
- For right answers, the player will keep the card. For wrong answers, the player will discard the card.
- When the player lands on a space that says to move a certain number of spaces forward or backwards, the player must move those designated spaces.
- The player will progress around the board and answer questions for each Standard of Information Literacy.
- The player will chose a Standard card to discard. If they currently do not have any cards, they do not need to do anything.
- For right answers, the player will keep the card. For wrong answers, the player will discard the card.
- A player must correctly answer 5 questions for each standard.
- A player must correctly answer 2 questions for each standard.
- The first player to collect 2 cards for each Standard will win.

How to Win

- A player must correctly answer 2 questions for each standard.
- The first player to collect 2 cards for each standard will win.

How to Play the Travel Version

- For 2-5 players.
- Progress around the board clockwise.
- Role the die to determine which Standard question to answer. For a role of 1, the player will answer a Standard 1 question; for a role of 2, the player will answer a Standard 2 question; for a role of 3, the player will answer a Standard 3 question; for a role of 4, the player will answer a Standard 4 question; for a role of 5, the player will answer a Standard 5 question; for a role of 6, the player will lose a turn.
- When the player lands on a space that says to lose a card, the player will choose a Standard card to discard. If they currently do not have any cards, they do not need to do anything.
- When landing on a space that says to answer the question, the player will answer the question on the card.
- For right answers, the player will keep the card. For wrong answers, the player will discard the card.
- A player must correctly answer 5 questions for each standard.
- A player must correctly answer 2 questions for each standard.
- The first player to collect 5 cards for each standard will win.

Why a game?

- Embracing games is a natural way to connect learning and fun. And learning is fun, right?
- Using the learning potential of games to make more efficient use of limited time for instruction helps keep learning from getting cumbersome and dreary.
- Games provide an avenue for libraries to participate directly in the need for play and learning.
- Games can support learning by:
  - Providing an “authentic experience” for students
  - Meeting students where they are
  - Help forge skills important in today’s environment
  - Promote information literacy.

What we would do differently next time ...

- We would use the basic concepts of Information Literacy for the questions and not the Standards.
- We would add a digital format option to add to the ways the game can be played.

The ACRL Standards

A task force was created in July 2011, with the purpose of reexamining the ACRL IL Standards. The de facto definition of information literacy were implemented in 2000 and the task force advised that they be revised. Steven Bell, then president of ACRL, created the ACRL Information Literacy Competency Standards for Higher Education Task Force, with the charge to update the standards. With that update, this game will also need to be revamped.

Sample Question
You are writing a research paper and paraphrase a statement. Do you need to cite where you got the information?

Sample Question
You are doing a project on current events. What format will give you the most up-to-date information?

Sample Question
You are writing a paper on the history of cakes. Where will you expect to find the most success in your information gathering?