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In Pursuit of Information Literacy

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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.
- When the player lands on a Standard space, get a card for the corresponding Standard pile and answer the question that is listed on the card.
- When landing on a space that says to move a certain number of spaces forward or backwards the player must move those designated spaces.
- When landing on a space that says to lose a card, the player will chose a Standard card to discard. If they currently do not have any cards, they do not need to do anything.

Answering Questions on the Standard cards

- A player must pick up the top card on the stack for the correct Standard.
- Another player will read out the question and the player whose turn it is will answer the question.
- For right answers, the player whose turn it is will keep the card.
- For wrong answers, the card will be placed in the discard pile.

How to Win

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

ACRL Information Literacy Standards

Standard 1 – The information literate student determines the nature and extent of the information needed.

Standard 2 – The information literate student accesses needed information effectively and efficiently.

Standard 4 – The information literate student, individually or as a member of a group, uses information to accomplish a specific purpose.

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 ethically and legally.

How to Win the Travel Version

A player must correctly answer 5 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.