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 which Standard question to answer.
- For a role of a 1, the player will answer a Standard 1 question.
- For a role of a 6, the player will lose a turn.
- 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.

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 continue.
- For wrong answers, the player’s turn will be skipped.

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 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 it with other information and one’s own knowledge base and value systems.

Standard 4 - The information literate student determines the nature and amount of the information needed.

Standard 5 - The information literate student develops an understanding of the ways in which legal, social, and ethical issues surround the use of information and accesses and uses information effectively 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.

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 was 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 also will 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?