# “Banned Books” Game

## LEARNING OBJECTIVE:

The learner will be able to

* identify reasons books are banned or challenged.
* find information about a specific book using recommended tools.

## APPLICABLE FRAME:

#### Scholarship as Conversation

* **Disposition**: recognize they are often entering into an ongoing scholarly conversation and not a finished conversation.
* **Disposition**: value user-generated content and evaluate contributions made by others.

#### Research as Inquiry

* **Dispostion**: maintain an open mind and a critical stance.

#### Authority Is Constructed and Contextual

* **Dispostion**: develop and maintain an open mind when encountering varied and sometimes conflicting perspectives.
* **Dispostion:** develop awareness of the importance of assessing content with a skeptical stance and with a self-awareness of their own biases and worldview.

## RULES:

* Divide into pairs/groups as appropriate.
* Open plastic bag and remove the 10 laminated "reason cards."
* Remove the white "book cards" and place them upside down in a pile.
* Goal of game to create connections with all reason cards in the most complicated shapes possible.
* Draw 3 white "book cards" and connect to the reason cards.
* Be prepared to defend any challenges to your connections.
* If you are unable to use a white "book card," you may draw another.
* Used cards will score points based on number of book cards in shape.
* Unused cards will cause points to be deducted.
* Rounds are timed.

## Notes

* An assignment could be given in advance that would ask students to find a book that was challenged for each of the reasons.
* Use web or printed resources for challenges to connections.
* Online version of game can be developed using <https://www.classtools.net/hexagon/>
* Assessment can be done by looking at scores or by looking at accuracy of connections.
* Assessment can also be done by reflection on topic related to banning/challenging books. Possible questions:
	1. Would you ever challenge a book in a library?
	2. Would you ever ask someone not to read a book/go to a movie, etc?
	3. Should books have a rating system like movies and video games?

## Game Scoring

* 1 point per card for connection with 1 book card
* 2 points per card for connections with 2 book cards
* 3 points per card for connections with 3 book cards
* 4 points per card for connections with 4 or more books cards.
* Challenges that cannot be proven must be removed.
* Unused cards deduct 1 token per card.

