# Cubing Game “The Pairing”

## LEARNING OBJECTIVE:

The learner will be able to

* Explore a search tool and identify the type of sources it is best suited to find.
* Identify the types of information that can be found using a single search tool.
* Identify a potential type of source and a tool to use to find that source based on an information need.

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## APPLICABLE FRAME:

* Searching as Strategic Exploration:
  + Knowledge Practice: match information needs and search strategies to appropriate search tools;

## EQUIPMENT:

* Dice 1 labeled with 6 types of sources (examples: book, article, newspaper, image, webpage. video, roller’s choice, or song)
* Dice 2 labeled with 6 types of finding tools (examples: library catalog, database (Academic Search Complete), Google, Dogpile, Bing, roller’s choice, ArtStor, YouTube, Newspaper Archive)
* Tokens
* Provide 2 suggested topics with keywords for students to work with if they do not want to use their own topics.
* Reward (Gum, candy, flash drive?)

## RULES:

Version A

1. Divide into groups of 4.
2. Each person rolls a Source die and a Tool die. Same “pairing” cannot be repeated within the group.
3. Each individual must then make a case on whether he/she can find that source with that tool to the group. Individual may use computer to demonstrate.
4. Group votes on whether the “case” has been made and award the person a token if case has been made. Group determines which of the 4 is best “pairing.”
5. Group demonstrates “best pairing” to class and finds a source with that tool. Class awards tokens to students that demonstrate a “pairing” that works.
6. Student/Group with most token wins reward.

Questions to use determine “good” tool/source pairings:

* 1. Can one find that type of source with that finding tool?
  2. If you can, how difficult is it?
  3. Does that source have special features that make it easier or harder to find?
  4. Does the finding tool have special features that make it easier or harder to use

Version B.

1. Divide into groups of 4.
2. Each person takes a turn rolling a Source die and a Tool die for a “pair”. Same “pairing” cannot be repeated.
3. The individual must then rate the “pair” on appropriateness for being able to find that type of information with that tool and provide the group with a short justification.
   1. Can one find that type of source with that finding tool?
   2. If you can, how difficult is it?
   3. Does that source have special features that make it easier or harder to find?
   4. Does the finding tool have special features that make it easier or harder to use
4. Group votes on whether the “case” has been made and awards token if case has been made.
5. Repeat until time runs out—but no one can repeat the same “pairing.”

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| Type of Source | Finding Tool | Pair Rating  1 Cannot find info with tool.  2 May be able to find info with tool.  3 Easy to find info with tool | Justification |
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## ASSESSMENT:

Student feedback could be gathered from either a “minute paper” or online survey. Questions that could be asked may include:

* What did you learn from the activity?
* Will you change how you search for information after this activity?
* What do you think may be the most useful pair that you did not know about?
* What do you think is the least useful pairing?
* Does this pairing work well? Library catalog/image Database/article Google/article