

《我可学至500》

图书基本信息

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内容概要

在线阅读本书

I ' ll Take Learning for 500 shows you how to leverage the excitement and entertainment inherent in game shows by using them to increase participant involvement as well as information retention and comprehension. This book will help trainers and teachers to select, create, modify, and employ game shows as a powerful, effective learning tool. The authors illustrate all of the many different elements that are required to make an effective game show—from writing effective questions to changing pre-existing game show rules, hosting, and creating new games. They offer expert advice on selecting the best game to fit the purpose of the training, tailoring and customizing it for a specific situation, and effectively presenting it to create a dynamic and exciting learning experience. The CD that accompanies the book includes several valuable game show templates that trainers can immediately pick up and use as a hands-on resource.

书籍目录

CD Content Foreword by Sivasailam "Thiagi" Thiagarajan Introduction: Why We Wrote This Book A Tale of Two Classrooms First Things First Part One: Game Shows and Learning 1. Classroom vs Hollywood: How Training Game Shows Differ from TV Game Shows Education vs Entertainment Teams vs Contestants Trainer vs Quizmaster Encouragement vs Embarrassment Function vs Flair Your Rules vs TV Rules Your Way vs Their Way 2. Why Use a Game Show? Game Shows Review Without Calling It a Review Games Shows Are Great for Test Preparation Game Shows Are a Strong Preview Mechanism Game Shows Can Make Participants Aware of Their Own Strengths and Weaknesses Game Shows Energize the Class and Generate Positive Emotions Game Show Competition Motivates the Trainee Game Shows Provide Feedback for the Trainer and Trainee Game Shows Promote Teamwork Game Shows Can Help Clarify Material Game Shows Are Ideal for Addressing All Kinds of Issues Game Shows Cover Multiple Learning Styles Game Shows Bridge Generation Gaps Game Shows Are a Change of Pace and Energizer for the Trainer Game Shows Redefine the Perception of Training Game Shows Increase Retention 3. Myths, Misconceptions, and Frequently Asked Questions Myth 1: A Game Show Wouldn't Appeal to My Trainees They're Too Shy, Too Professional, Too Blue Collar, Too Serious Myth 2: They Won't Work for My Subject It's Too Technical or Too Sensitive to Have Fun Myth 3: They're Too Difficult to Create and Take Too Much Time to Construct I Don't Have That Kind of Time to Spend Every Week Myth 4: I Don't Have Time in My Training Session for a Game I Have Too Much Material to Cover Myth 5: Game Shows Don't Fit the Company Culture We Just Don't DO That Kind of Thing Here Frequently Asked Questions Part Two: Designing a Game Show for Learning 4. Catalogue of Game Shows Jeopardy! Family Feud Tic-Tac-Dough Beat the Clock Wheel of Fortune Concentration Who Wants to Be a Millionaire? College Bowl 5. Selecting the Right Game for Your Purpose Game Shows for Content Review Game Shows to Gauge Comprehension Game Shows to Practice and Apply Skills Game Shows to Energize the Classroom Game Shows to Preview Content Game Shows to Introduce Sensitive Topics Game Shows to Break the Ice Game Shows to Brainstorm Game Shows That Fit Your Purpose 6. Customizing Your Game Show 7. Customizations for Your Specific Game Show 8. Teams, Titles, and Trinkets Part Three: Writing Effective Questions 9. Question Types and Tips 10. Effective Question Writing 11. Questions to Fit Your Purpose 12. Using Multimedia in Your Questions Part Four: Conducting a Game Show 13. The Ultimate Game Show Host 14. Maximizing Learning in the Game Show 15. Setting Up for the Game Show 16. High or Low Tech 17. Rating Your Performance References Resources Research and Books That We Love Game Show Resources Trainer's Resources Index About the Authors How to Use the CD-ROM Continuation of copyright page

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