



## Teaching and Learning



## Testing Times

## Revision



**Testing Times** is a simple revision-type game that reproduces Sally Stewart's original "Cops and Robbers" game based around Crime and Deviance (her original game board is reproduced on the following page). The example game boards have been slightly updated to reflect Specification differences and changes and to suggest possible ways the game boards can be adapted to different areas of study.

The design of a game board is entirely up to you in terms of things like the categories you want to test (left-hand side) and the question areas you want to ask relating to each category (top side). The main advantage of this type of game board is that once you have decided on categories and question areas it's up to your students to provide the answers...

## How To Play

The game uses a simple grid (see following pages for example grids for deviance and education, plus some blank grids you might want to use) divided into a maximum of 66 squares (for reasons that will become clear in a moment).

Sally's example grid uses 42 squares but you can increase or decrease this number depending on the content you want to test.

Any number of students can take part in the game and they should be divided into small teams.

One student from each team takes it in turn to roll two dice and they can choose to answer the question in the appropriate square relating to the score on the dice. Depending on the size of the board they will initially have a maximum of four possible question choices.

For example, if they roll a "2" and a "4" they can choose questions:  
2, 4, 24 (2 and 4), 42 (4 and 2) or 6 (2+4)

- If you want to place a strict time-limit on the game, once a question in a square has been answered that question can't be answered again. In the above example, if the student chooses question 2 no other student can choose this question.

When a square has been answered correctly mark it with a coloured dot to show it can't be answered again (if an incorrect answer is given the square stays open for someone else to answer)

In this version, towards the end of the game when most squares have been used you may find an unkind dice-roll gives no available questions. Either allow the team to re-roll the dice until they find a question to answer or make them miss a turn.

- If you want to be more open-ended about the game you can allow repeat questions (but you have to make sure a student doesn't just repeat an earlier answer - they have to come up with a different answer).

Once all the questions have been answered the winning team is the one that answers the most questions correctly.

Sally Stewart's original game board is reproduced below to give you a general idea of what a board might look like.

The following pages contain further game board examples and blank boards you can adapt to your own requirements.

	WHAT IS DEVIANCE?	ARE OFFICIAL STATS VALD?	WHO COMMITTS CRIME?	FOCUS OF RESEARCH	GENDER & CRIME	POLICY TO CRIME
FUNCTIONALIST	1	2	3	4	5	6
SUB-CULTURAL	7	8	9	10	11	12
INTERACTIONIST	13	14	15	16	17	18
MARXIST	19	120	21	22	23	24
FEMINIST	25	26	27	28	29	30
NEW RIGHT	31	32	33	34	35	36
NEW LEFT REALISTS	37	38	39	40	41	42

## Crime and Deviance Example

	Why are people deviant?	Who commits crime?	Are crime statistics reliable / valid?	How to punish criminals?	Social order and control?	Class or gender or ethnicity	Solutions to the problem of crime?
Functionalist / Neo-Functionalist	1	2	3	4	5	6	7
Marxist / Neo-Marxist	8	9	10	11	12	13	14
Interactionist	15	16	17	18	19	20	21
Feminist	22	23	24	25	26	27	28
Subcultural	29	30	31	32	33	34	35
New Right / Right Realist	36	37	38	39	40	41	42
Left Realist	43	44	45	46	47	48	49

## Differential Educational Achievement Example

	What is the role of education?	Is education meritocratic?	Intelligence	Structural, material, or cultural Explanations?	Explain class differences	Explain gender differences	Explain ethnic differences
Functionalist	1	2	3	4	5	6	7
Social democratic	8	9	10	11	12	13	14
Marxist	15	16	17	18	19	20	21
Neo-Marxist	22	23	24	25	26	27	28
Interactionist	29	30	31	32	33	34	35
Feminist	36	37	38	39	40	41	42
New Right	43	44	45	46	47	48	49

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	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49

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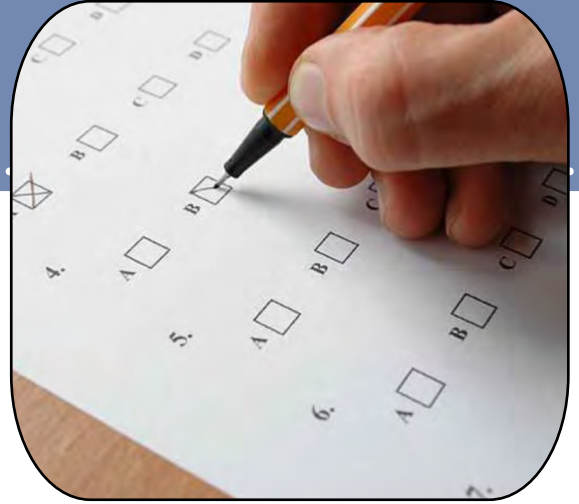
	1	2	3	4	5	6
	7	8	9	10	11	12
	13	14	15	16	17	18
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