Discussion Leader Activity: Competitive Drawing Review

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Created for: Bio 93

Activity Type: Student presentations

Time Needed in Discussion: 50 minutes

Purpose
- To provide a review of material covered in lecture
- To have students draw concepts and explain to each other

Abstract

<table>
<thead>
<tr>
<th>Pre-class prep</th>
<th>20 min</th>
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<tbody>
<tr>
<td>Students get into groups</td>
<td>5 min</td>
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<tr>
<td>Teacher asks questions to 2 of the groups at a time</td>
<td>50 min</td>
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Supplies
- White board and different color markers

Pre-class prep
- Make questions

In Class
1. Have students get into small groups (3-4 people/group). Have them choose team names.
2. Explain the rules: Two teams will be up at the board competing to be the first to draw and answer the question correctly. Points are given for each different thing that one team has drawn over the other team. Points are also awarded to groups in the audience, if they can think of a detail that’s not drawn/explained by the two teams up at the whiteboard.
3. Choose fairly/ randomly which 2 groups will go up to the board first. Ask the question and have them compete to be the first to draw correctly the answer. The following are examples of some questions. It is best not to just ask the question, but to put it in a context/ have a story (see last question as an example):
   - Draw, label and define 3 types of endocytosis
   - Draw 2 ways glucose can get into the cell
   - Draw and label the endomembrane system
   - You are marathon runner, and just finished your race. Being very thirsty you not only binge drink water, but you get an IV with water hooked up to your arm. Draw and explain what will happen to your cells, and why you will die shortly thereafter.
4. Time stops as soon as one of the groups finishes. The group that finished first gives their answer and cross off things in common between the two groups. Anything not
crossed off will get a point. Have the audience participate and add to the explanation. If they contribute something not on the board, they get a point.

5. Choose if the winner or loser stays on to compete with the next group. The group that is going back into the audience chooses the group to come up and draw. Repeat with a new question.

**Things to Ask or Emphasize**
- Make sure that for each of the question only the pertinent things are drawn
- Make sure that the explanations are sufficient, and the group really understands (and not just regurgitates what’s in the book/lectures). Asking questions in a story format should help alleviate this.

**Comments**
Be sure to refer to the groups by their chosen team names. Most students get really into this and the points are nice motivators. Candy, points or pat on the back can be given as the grand prize at the end of the class.