

The “Good Question” game

This game is designed to encourage children to think of relevant questions to ask, and discourage repetitive questioning. It should be played in a small group.

You will need:

-In order to play the game, each member of the group will need to bring in a photo or object that is personally meaningful to them, e.g., picture of a pet, holiday or family wedding; favourite book or toy, etc.

-A pile of “Good Question” cards

How to play:

Each child in turn will ask a question about the picture/object. If it's a good question then the questioner is given a “good question” card.

Examples of questions that are not “good”: asking something that the child knows the answer to, e.g., *is it a dog?* of a picture that is obviously a dog; asking a question that is nothing to do with the picture or object, e.g., *is it my turn?* If a question is poorly expressed but is a good question then the pupil has earned a “good question” card, (but model the correct expression of the question.)

The members of the group can decide whether a question is a good question or not, (but will need leading to make the right decision.)

The object of the game is to collect as many “good question” cards as you can. The person with the most “good question” cards is the winner and can wear the “good questioner” crown.

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