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ENG 591

22 October 2008

### Best Practices: The *Cion* Circle

- After assigning students reading from *Cion*, plan a series of questions (ranging from detail-specific questions to broad discussion questions).
- Have the students circle the chairs and explain the rules of the game.
- Beginning with the person to your immediate right, ask questions as you work through the chapters they were to read for homework.
- Ask the students to refrain from answering the questions until it is their turn.
- When it's their turn, they'll have three seconds to answer or to pass.
- If they answer correctly, give the student a prize (a piece of candy will usually suffice).
- If they fail to answer correctly, the same question passes to the next person.
- If three people miss or pass on a question, the "three-strikes" question opens to everyone.
- After a "three-strikes" question is answered, pick up in the circle where you left off.

This activity serves several purposes. First, this is a simple way to see if your students are reading without giving them a quiz. In essence, they are rewarded if they read and miss out if they did not complete the assignment. Also, I often mix the questions between those that are detail-specific (requiring the students to pay attention to the text) and those that may invite discussion. After a student answers one of the discussion questions, I often open up the circle for

any responses. It seems that the students are more relaxed to simply discuss the material if they are sitting in a circle and playing a game. This game is fun for both the teacher and the students. It allows the instructor to hear what the students have learned from their reading while taking some pressure off the students.