



Out of Class



In Class (Students)



In Class (Instructor)

Begin Here.

In the weeks before class, students read and learn about the poetic and literary elements. These will be part of their "knowledge toolbox" for the course.

Preparatory materials used in this class can be found on the activity page, in the "complete materials" folder.

Class 1
5 min

Students self divide in groups; the number of groups equals the number of smart-boards available (if using this technology).

Instructor streams the Jeopardy rubric screen to all boards.

Start of the game:

- One group starts the game by picking a category and dollar value;
- Instructor sets a timer (depending on the difficulty of the question);
- Each group writes their answer on their smartboard computer;
- Once time is up, the instructor stops streaming their screen and students' answers pop up on their boards.

45 min

As a class, students discuss their answers. This process goes on until class ends or all categories/dollar values have been picked.

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10 min

10 min

If desired, and to increase engagement, the instructor can run a Final Jeopardy, "all-or-nothing" round. This means that students decide the dollar value they would like to wager and the instructor chooses a category and a problem.

Class 2

15 min

In the following class, students respond to a quiz on literary and poetic elements.

	Individual Work
	Work in Groups
	Whole Class
	Reading
	Problem Solving
	Discussion
	Instruction
	Quiz