Best Practices for Teaching with
Search&Destroy

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- The more people in a group the longer each round will take. Generally 30min for a group of 4, 45min for a group of 6.

- Allow class instructor to divide students into groups as they know the class best.

- Before beginning the game instruct students on where the database or discovery tool they will use is located. Show very generally where options are in the database. Show nothing else. This should take 5 minutes tops.

- Describe the purpose of the game. Have students prep their cards.

- Walk students through the first two rounds of the game as a class.

- Let the groups play on their own. Circulate through the room (the instructor too if they are willing) to answer questions. There will be lots of questions. Look for teachable moments. My favorite is, "I don’t know, why don’t you see what that OR card will do!" and the student goes wild depending on if it helped them or an opponent. If students are helping peers understand gameplay don’t interfere, this is a great learning opportunity.

- Leave 5-10 minutes at the end of class for a wrap-up. Good questions for a discussion include:
  o What was the most powerful card your group got today? (Usually the OR card).
  o What was the card that hurt someone the most?
  o What was the best keyword combination? Why?
  o What was the worst keyword combination? Why?
  o Did you know that some of these tricks work in Google?
  o Do you know these tricks work in other library databases?
  o Will you be able to use this information when doing your classwork?
  o Who wants to play again?