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Explanatory illustrative study games: “The end of word”

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Aim	To develop critical thinking skills, to develop an individual opinion, find new ideas, to develop a critical assessment of ongoing processes.
Duration of activity (min)	40
Necessary materials	-
Action description	<i>Study game: “The end of word”</i> Students stand in a circle. By random selection a person says a word that is related to chemistry, physics, biology etc. for example: “ cell ”. The next person has to continue by saying a word that begins with the last letter of the word, for example: lungs. The next person continues in the same manner- say, for example: stomach. The activity becomes more fun and stimulating as the speed of study game increases. It is useful to use timer (1 or 2 min). To see how much words are the students able to call in this time. Smaller group within 4-5 students or larger groups can use this activity for study process.
Result	The application of these study methods will: - foster more positive attitude towards the subject; - increase the skill of cooperation and knowledge exchange among participants; - inspire learners to explore more the definite topic using the acquired learning material; -increase sense of initiative.
When to use	These study methods are universal. Methods can be used in almost all subjects.
Conclusion	The application of these study methods enhances learners’ understanding of learning topic. Learners will be able to analyze various processes and use critical thinking and gain knowledge. It helps to explain even the most unclear, the most confusing elements of the covered topics.