

The Fact is Right

Goal: to learn factual information about key individuals.

General Concept: This activity is based off the Price is Right activity where contestants have to guess the correct price of a product and solicit help from the audience in determining which price is right. It is also based of the game, “two truths and lie,” which asks someone to share three things about themselves and others have to guess which of those three things are true and which one is false.

Process:

1. Select three students to act as the “presenters of information” – they hold up a card with information about an individual (a historical figure, an author, a world leader, etc.)
2. Each student reads the piece of information about that person to the rest of the class.
3. Select another student to be a “contestant.” They come to front of the class and solicit help from the rest of the class in determining which two out of the three pieces of information displayed are true.
4. The student presenters of information can hold out their arm to act as a lever and the student who is trying to guess which pieces of information are true can go up and pull down the arm to represent their choices. If you really want to ham up the activity you can have the presenters of information make a loud, “DING DING DING!” sound if the student contestant is right or a loud, “EEEEEEEEEEEEEEEE!” buzzer sound if the student contestant is wrong.
5. You can do this kind of activity switching up the student presenters, picking new contestants from the class, and of course using a variety of different people related to the content of the class. For example, with peace studies you could use Dr. King, Gandhi, the Dalai Lama, James Lawson, Helder Camara, etc.

Ideal for: *bodily-kinesthetic learners* who can view or participate in a performance that is designed to share factual information in a theatrical way; *interpersonal learners* who can feed off the energy of others and solicit participation from other students.

Modifications:

- The teacher can be the “contestant” by placing his or her hand over each “presenter of information.” When the teacher’s hand is over the piece of information that students think is FALSE, they cheer/boo/clap (make some type of noise) to signal. Whichever piece of information receives the loudest reaction is the one that’s chosen and the teacher then reveals whether or not they were right.