

# Instructions

## Overview

Students work in small teams to explore the meaning of a TOK Prompt and create an Exhibition featuring three Objects that link to the Prompt. The Objects should 'exhibit' how TOK *manifests in the World* by highlighting the knowledge issues in each of the three Objects. Each team presents their Exhibition to the other teams, who score them with reference to the Scoresheet.

## Contents

- 52 Object cards, 35 Prompt cards, Scoresheet, Teacher Guide

## How to set up

Depending on the size of the class, organize students into teams of four to six players. Larger classes may require more than one copy of the Game. Create an Object gallery by laying out the 52 Object cards face up in a grid. The teacher selects one or more of the Prompt cards for the students to consider, or students can pick a Prompt from a face down stack.

## Approximate time to play

45–55 minutes

## How to play:

1. Group students into numbered teams.
2. Students explore the meaning of their Prompt in terms of the knowledge issues it raises. (5 minutes)
3. If only one copy of the game is available, one member of each team chooses an Object from the Gallery that links to their team's Prompt and gives it a real-world specific context. Discussion begins linking the Object to the Prompt. (5 minutes)
4. A second and third member from each team selects one more Object each that links to the Prompt differently. Each Object is given a specific context linking the Object to the Prompt. (5 minutes).  
  
(If each team has their own copy of the game, the same steps are followed, with each team having access to all 52 Object cards).
5. After the links to the Prompt are established, the discussion expands as teams justify how each of their three Objects contributes to understanding the knowledge question that the Prompt is asking. (10 minutes)
6. Each team chooses a spokesperson and prepares their talking points (see Scoresheet) to present their Exhibition to the class. (5 minutes)
7. Each team presents their Exhibition to the class, identifying the real-world context of their three different Objects, their links to the knowledge issues in the Prompt, and their justification for their inclusion in the Exhibition. (5 minutes per team)
8. Each team marks the Exhibition presentations using the Scoresheet (see Teacher Guide for a printable Scoresheet).
9. The teacher tallies the scores and announces the winning team. Congratulate the winners!