| **Title** | **The Key Word Game** |

| **Time** | No time limit |

| **Preparation** | You will need to prepare a range of key sociological ideas (for example, Functionalism, Interactionism, Youth, Gender, Class, etc.). These can be general or specifically aimed at a particular area of the syllabus being revised. Your students should be divided into groups of 3 or 4. |

| **Materials** | You will need a large black / white board at the front of the class. |

| **Prior Knowledge** | None. If you are revising a particular area of the syllabus, you might like to indicate to the class that key words will be based on this area. |

| **Objective** | The basic objectives of this revision game are: |

1. To demonstrate to your students that they know a great deal about various theories, concepts, methods and the like. This may be important if they are nervous about "what they think they know" (or, more probably, "what they think they don't know").

2. To show students how knowledge can be quickly and easily structured and developed in the examination by focusing their energies on key ideas. In effect, you are suggesting a basic form of answer planning for the exam.

| **The Exercise** | You begin by putting a major sociological idea on the board (for example, "Functionalism"). |

Group 1 then has 20 seconds (optional) to suggest an idea related to this key idea. Write their suggestion on the board as a branch of your key idea. For example: **Functionalism** ---- "Everything has a purpose in society".

Group 2 then has to contribute a different key idea that:

a. Either follows directly from the idea suggested by the previous group.

b. Starts a new branch from your original key idea.

This continues until no-more ideas can be suggested.

Scoring:

A group scores:

- 5 points for adding a key idea that follows directly from, or develops out of, an already existing idea.

    An additional point is awarded if this idea is a theory or concept.

- 3 points for starting a new branch from the original key idea.

    An additional point is awarded if this idea is a theory or concept.

If a group cannot suggest a key idea within the time limit or they fail to suggest an idea that either follows directly from an existing idea or starts a new branch they score no points and control passes to the next group in turn.

Groups of 3 or 4

I begin by putting a major idea on the board (eg Functionalism / Family / Youth cultures).

Group 1 then has to suggest an idea related to this key idea

eg. Functionalism - Function / purpose.

Group 2 has to then contribute a different key idea related to the main idea.

Score 2 points for adding a key idea that follows from or develops out of already existing ideas.

Score 1 point for starting a new key idea branch.

Any group that suggests an idea that is wrong or, if there is some doubt, cannot justify its inclusion, misses their turn and receives no marks.

When no group is able to contribute any more ideas, the session on this key word is ended.