

# PEER-LED TEAM LEARNING LEADER TRAINING

## SPOONS: A Team Learning Activity for PLTL

Lela Ruck

### Materials

Quantity of Spoons – one less than the number of teams

Markers may be substituted

### Directions

- Divide the students in a workshop group into three or more teams.
- If there are three teams, there need to be two spoons (or markers); if there are four teams, then three spoons.
- The spoons should be placed in the center of the room where someone from each team can easily reach them.
- All teams are given the same problem to solve.
- The first team that solves the problem and is confident that their answer is correct should grab the first spoon.
- The other teams can compete for the remaining spoon(s) when they are confident that they have solved the problem correctly. The team that is unable to grab a spoon receives zero points for that round.
- The team that grabbed the spoon first must explain their answer to the other teams.
- The other teams can ask questions and can decide whether the first team answered the question correctly.
- If the workshop members believe the first team has the right answer, that first team will receive the points for the round.
- The other teams that did not solve the problem but still grabbed a spoon will receive a point.

This game encourages team work while also requiring each team to pay some attention to the other teams. All of the students have to be engaged to make sure that the team with the answer is actually correct.

*Lela Ruck, Peer Leader, The University of Texas at El Paso*

**Cite This Article as:** Ruck, L. (2012). Spoons: A Team Learning Activity for PLTL. Peer-Led Team Learning: Leader Training. Online at <http://www.pltlis.org>.

Originally published in *Progressions: The Peer-Led Team Learning Project Newsletter*, Volume 9, Number 3, Spring 2008.