

# The Tutoring Game

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## Contents

12 booths, 1 paper, 2 writing utensils, thesaurus, dictionary, computer, and a 30-minute timer.

## The Object

To identify through "sketched clues" as many components as necessary to assess the merits of the paper, and how you can teach your teammate to remedy them.

## Preparation

Player one is labeled the "tutor." Player two is labeled the "learner." Player 1 has the largest responsibility.

Following are the steps to take for Player 1 before beginning:

- (1) Remove wrapper and open your mind.
- (2) Assemble pieces in an orderly fashion.
  - (a) Gather your confidence.
  - (b) Be sure to maintain your mind in an open position.
  - (c) Be aware of backup tools: know where your favorite grammar book is located, where handouts are situated in files, and position of reference people.

## Beginning

A third party, labeled "Cheryl the secretary" will divide all of the tutors and learners into individual teams of 2 players each. Player 1 extends hand to player 2. Smiles, introductions, and friendly questions are all fair game. Then select a booth. Player 1, the tutor, must be situated toward the inside. The paper and writing utensils must be placed so that all players have access to them. Special hint: Player 1 must be especially perceptive during this time. Body language, appearance, tone of voice, and comments of player 1 must be mentally noted. Only the mind is allowed to record observations. All information garnered will serve as clues that tell player 1 how to approach player 2 and the errors that will become apparent.

## Symbols

Negative comments=player is discouraged, has lack of confidence

Blank look, tired demeanor=player may be depressed

Strong accent and slow to respond=may be an ESL player-proceed slowly, and clearly enunciate.

## The Play

Player 2 can begin by specifying assignment and how the paper may relate. It works best if that same person proceeds by reading the paper aloud. Since player 1 is the principle player, he or she can dictate when player 2 starts and stops. Player 1 should first focus on fixing large-scale errors of organization and coherence-they are worth more points than sentence level revisions. Player 1's principle role is to help player 2 find errors. Player 2's role is to physically fix them. Remember, you only have 30 minutes. If you can complete big issues worth the most points, proceed to grammar/spelling/syntax. **Note to player 1:** IF YOU CAST THE DIE AND FALL INTO FOREIGN TERRITORY ("UNFAMILIAR SUBJECT-LAND"), PROCEED FORWARD. The basic skills you assembled in the preparation stages will be useful in this portion of the journey.

<b>Player 2 is--</b>	<b>Player 1 should--</b>
--frustrated with teacher.	--take empathetic route, not sympathetic.
--ESL.	--utilize permission to cross over onto "editor" side. Player 2 may not have necessary information needed to proceed.
--not catching on.	--try switching between visual, audio, or hands-on clues. Different people learn differently.
--emotionally unstable.	--listen carefully without judging or interrupting, then request assistance of third party ("senior staff" players).

### Winning

Player 1 must try to pass on as many tools as necessary during the 30 minutes. Smiles, encouragement, explanation of grammar rules, style, organization, etc. are all worth points. The key is that Player 2 assimilates them. If player 1 is not clear or effective in conveying tools, chances of winning decrease.

<b>Player 1 is--</b>	<b>Player 1 should--</b>
--unsure about a rule.	--consult handbook or other third parties.
--burnt out.	--find someone else to assume role of player 1 (especially after 2 back-to-back games-1 hour of Play can be draining).

### Finishing

Player 1 and player 2 are a team. Whether winning or losing, the important issue is that points have been accumulated. This is done through passing information from the first to the second. To be successful in subsequent games, player 2 should pick a few cards from player 1's deck to use in between sessions of play. And in conclusion, although player 1 is usually the primary one, he or she can gain information from player 2 without loss of points.

**Final note:** Points may be stored in between games. Smiles, "hellos," and honesty all can accumulate and add to your score. The tutoring game is not a competition, but rather a test in personal improvement. The game scores how much player 1 helps the second, but new tools can be used by the tutor, if the tutor remembers to be positive and focus on rewards that the game gives. The tutoring game will be full of challenges and frustrations, but in the end satisfaction will be the net winnings.