

## 2 Facts and 1 Lie

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1. Introduce the rules to the group. We will divide into groups to play this game. The goals are to start thinking about research and experiences you have already had with research.

2. Each person lists three "facts" about themselves, except one of the "facts" is a lie. Be sure to be random about the order of your "facts". Examples:

#1 My uncle studies beetles and named one after me.

#2 Over seven summers in high school and college, my father and I hiked the entire Appalachian Trail.

#3 Two summers ago my family took our vacation in Ohio for a family reunion. There were 237 relatives there.

3. Share your facts with your group members. Try to recite the facts in the same voice, so you don't give away the lie.

4. The other people guess which one is the lie.

5. The person sets the record straight by saying the lie, e.g., #2 was a lie. They may also explain the circumstances for the other two facts. Everyone else may talk about how they were fooled or figured out which was the lie.

6. Scorekeeping - Give one point to the "fact giver" for each person they fooled. Give one point to each other player for correctly finding the lie. Scorekeeping is optional.

# Alternatives to research paper

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## Video

- Interviews
- Storytelling with voice, text and images
- Dramatization with interpretation

## Presentations

- Powtoon, Prezi – anything but PPT
- poster

## Group projects

- Create a wiki
- Stage a debate
- Find and annotate additional content for the course