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Apple Slices: A Card-Matching Party Game about the Library

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Apple Slices: A Card-Matching Party Game about the Library

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NUTRITION INFORMATION

Inspired by the popular party games *Apples to Apples* and *Cards Against Humanity*, this is a fun and flexible small-group activity developed for use in library orientation sessions.

NUMBERS SERVED

3–8 students per set of cards; with multiple decks can serve 50 or more

COOKING TIME

15–30 minutes per game session

DIETARY GUIDELINES

This activity serves as a casual introduction to library terminology, resources, and policies, and is intended to help students overcome library anxiety. The subjective judging of answers allows inexperienced library users to participate in—and even win—the game.

MAIN INGREDIENTS

- Question and answer card decks
- Handout of questions and answers
- Space for students to sit in small groups

MAIN COOKING TECHNIQUE

Game-based learning

PREPARATION

- Write a set of questions addressing the content that you want to cover during the session. These should be direct, closed-ended questions such as, “Where should you go to check out DVDs?” For a 30-minute game, write 27 questions. Prepare a handout with the questions and correct answers.
- Create a deck of question cards and a deck of answer cards for each group of players. These should have different colors or designs to make it easy to tell the two decks apart. See Additional Resources for card creation tools, or design your own featuring school colors, mascots, etc. Nine poker-size playing cards (2.5”x 3.5”) will fit onto a sheet of 8.5”x 11” cardstock.
- Question cards should be double-sided, with the answers printed on the backs. Answer cards should feature a heading with a brief answer (e.g. “Media Resources”) and a smaller explanation or definition (e.g. “Located in the basement of Carrier Library”). The answer deck should include a correct answer

card for each question, plus additional answers. The total number of answers should be at least four times the number of questions. The extra answers can provide factual information about the library and other campus resources, but the game is more fun if you include humorous answers as well. You can duplicate answer cards to fill out the deck.

COOKING METHOD

1. Have students split into small groups and give each group a deck of question cards and a deck of answer cards. Briefly explain the rules of the game.
2. Each player draws five answer cards at the beginning of the game. Players take turns serving as judge. The judge draws a question card, keeping the answer on the back hidden, and reads it aloud. The other players each select an answer card from their hand and give it to the judge face down. The judge shuffles the answers and reads them aloud, then chooses the best one. This may sometimes be the most plausible answer, and other times the funniest. Whoever played the best answer is the winner of the round. The judge awards the ques-

tion card to that player, who then reads the correct answer on the back aloud. All players except the current judge draw an answer card. The role of judge passes to the right and a new round begins. When all question cards have been played or time runs out, the player who has been awarded the most question cards wins.

3. Answer any remaining questions students may have. Distribute the question and answer handout as a reminder of what they have learned.

ALLERGY WARNINGS

Students may become caught up in playing and forget to read the correct answer at the end of each round. The librarian should circulate during the game to keep an eye on players and answer questions. For a large group, it's helpful to have multiple librarians or staff members present.

CHEF'S NOTE

This activity can be used as a stand-alone introduction to the library or as an ice-breaker in an instruction session. To shorten the game, remove question cards from the deck.

ADDITIONAL RESOURCES

- *Cards Against Humanity* website with blank card templates, <http://www.cardsagainsthumanity.com/>.
- Fruit to Fruit Card Generator for creating *Apples to Apples* style images, <http://a2a.browndogcomputing.com/>.
- The Game Crafter offers on-demand printing of custom card decks, <https://www.thegamecrafter.com/>.

