Human Pictionary App

How to be a roamer

As a Roamer you are going to be roaming around, helping the students to do the activity

What to do

Make sure you listen carefully to the lecture introducing the activity - this will help you understand what the students are meant to do, and how it's been explained already.

At the beginning of the game, help students find team mates, come up with a name and register with a Scorer.

Once they have started, wander around the room checking on the teams. Try and watch out for the following things and offer to give them a hand or a hint

- If there's only 1 student doing the activity, see if you can get them to give someone else a turn

- If they are having trouble with encoding, use the encoding poster to guide them through the process

- If they have been given back something from a Scorer that has been marked as wrong, help them work out what's not right about it and work on fixing it

- They especially might get stuck when working on the large-grid encoding when they stop just using 1s and 0s so look out for any teams doing larger grids

- Watch out for any groups or students who might be getting frustrated or distressed - this could be because of group dynamics or not understanding the instructions. They may need a tutor to help them sort it out.

What <u>not</u> to do

- Do not give the students the answers

- Do not do the activity for them

- Do not assume that because they aren't asking for help they don't need help

- Do not stand around and chat with other tutors - it makes it really hard for the students to get help if everyone is talking and not paying attention