



Teaching and Learning



Creative Connections



Creative Connections: Honeycomb Hexagons

The basic idea behind this simple revision game is to build-up a connected set of Key Terms that also includes a visual dimension – once each Board (see following pages) is complete the connections between related ideas should be easier to make – and remember.

It's useful to make the terms you add to the Board as general / wide-ranging as possible because you will find it difficult to connect further ideas if the concepts you use aren't general enough.

The key thing to remember is that you're trying to create a broad overview of some part of your course through the Board. More-specific ideas, such as sociological studies, can be explained as part of the connecting process when you have to justify the connection you've made, either to yourself in single-player mode or to your opponents in team-play mode.

If necessary, you can connect two or more Boards but you should aim to keep them separate and self-contained if you can. There are 36 hexagons on each Board and this should give you more than enough information / connections for any exam topic, if you choose your initial Key Term carefully.

How to Play: Single Player

1. Decide on the Board theme. In this example the general theme is Culture and Identity.
2. Decide on a central concept – the first key term on the Board (in this example it's "Culture", coloured blue to denote it as the central key idea).

It's a good idea to make the central concept as general as possible because it then makes it easier to connect key ideas to it. Once the Board is complete it gives it a general coherence that should be easier to remember.

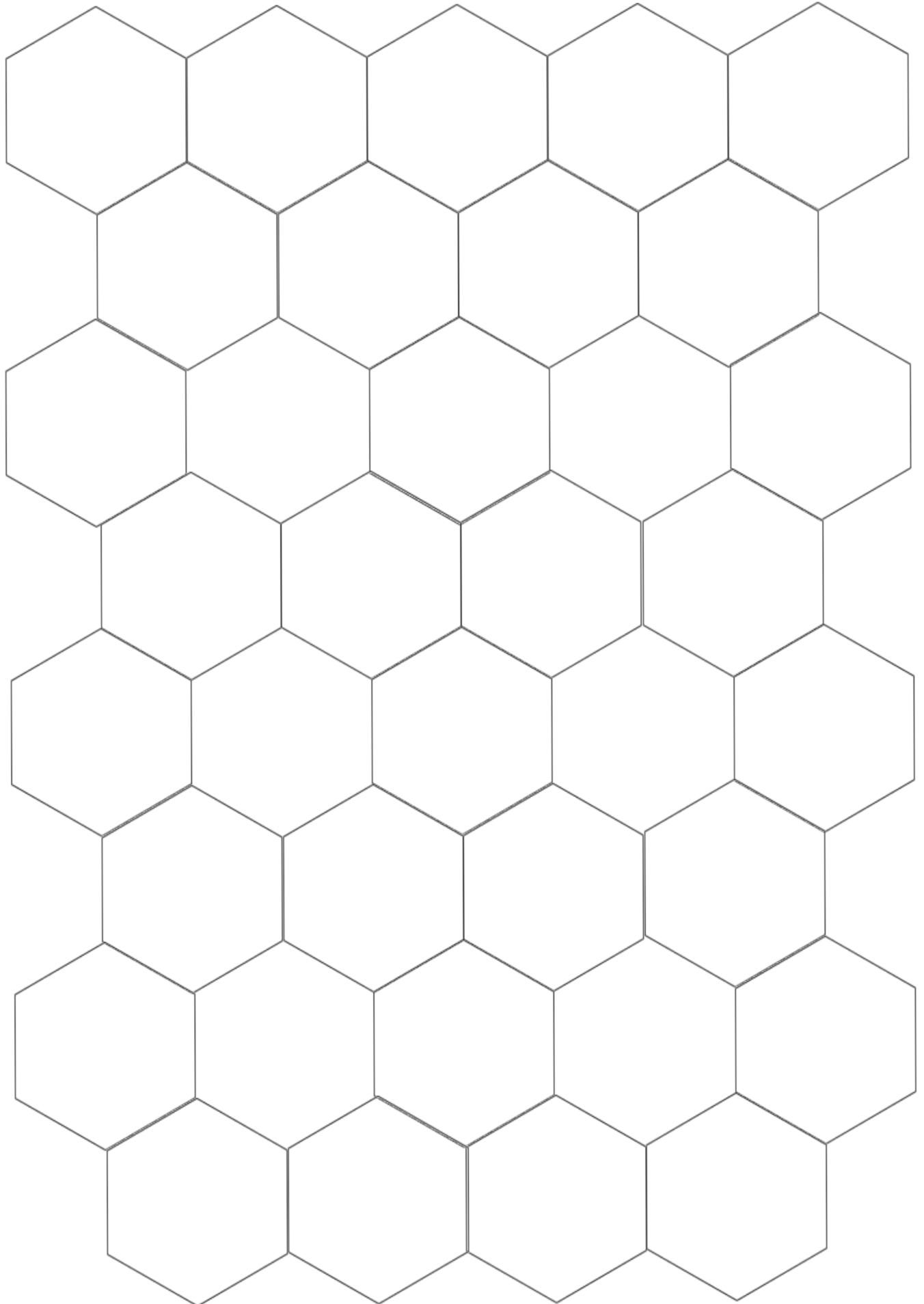
3. On an adjoining side to the central concept hexagon add a concept that clearly connects to it. In this example "Socialisation" adjoins "Culture".
4. Briefly explain how the concept you've added connects to the concept it adjoins.
5. If possible / relevant, add the name of a study that supports your connection to the concept you've just added.
6. If the concept added to the Board adjoins more than one hexagon (in this example, "Norms" adjoins both the "Culture" and "Socialisation" hexagons) try to explain how it relates to both sides, if possible. Otherwise just explain its connection to one of the sides.

How to Play: Team Game

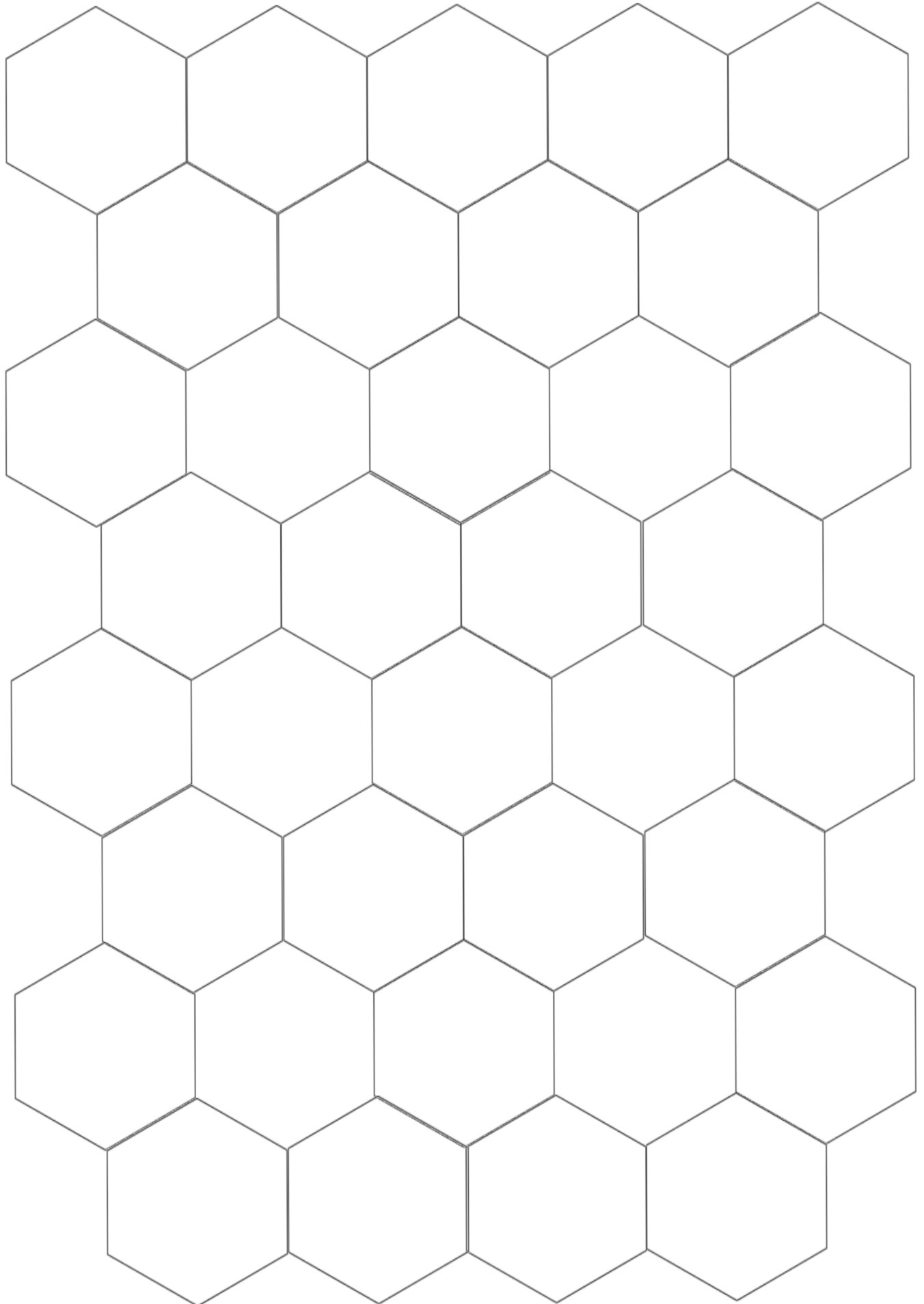
If you want to make the revision process a bit more competitive you can turn Creative Connections into a team game. The basic mechanics are the same as for the single player version but with a few variations:

1. Each team takes it in turn to add a concept to the Board.
2. For each acceptable concept and convincingly explained connection the team score one point. Where a newly-added concept adjoins more than one side of an existing filled hexagon an extra point can be gained by explaining each connection (in this example, the team adding "Norms" to the Board has made two connections – one to "Culture" and the other to "Socialisation"). If they can explain how norms connects to culture they get 1 point and they get a further point if they can connect it to "Socialisation". The Ultimate Connection would be a six-sided one...
3. An extra point is scored if a team can cite a sociological study to support the connection they've made.
4. On each turn a team needs to explain a minimum of one connection between hexagons. If a team adds a connection to the Board that is either not clearly connected to the concept it adjoins or the team cannot clearly justify the connection the concept is removed, no point is scored and play passes back to the opposing team.
5. Once the Board is filled – or neither team can think of further connections – the team with the most points wins that revision round.
6. If played in the classroom the teacher should act as referee.

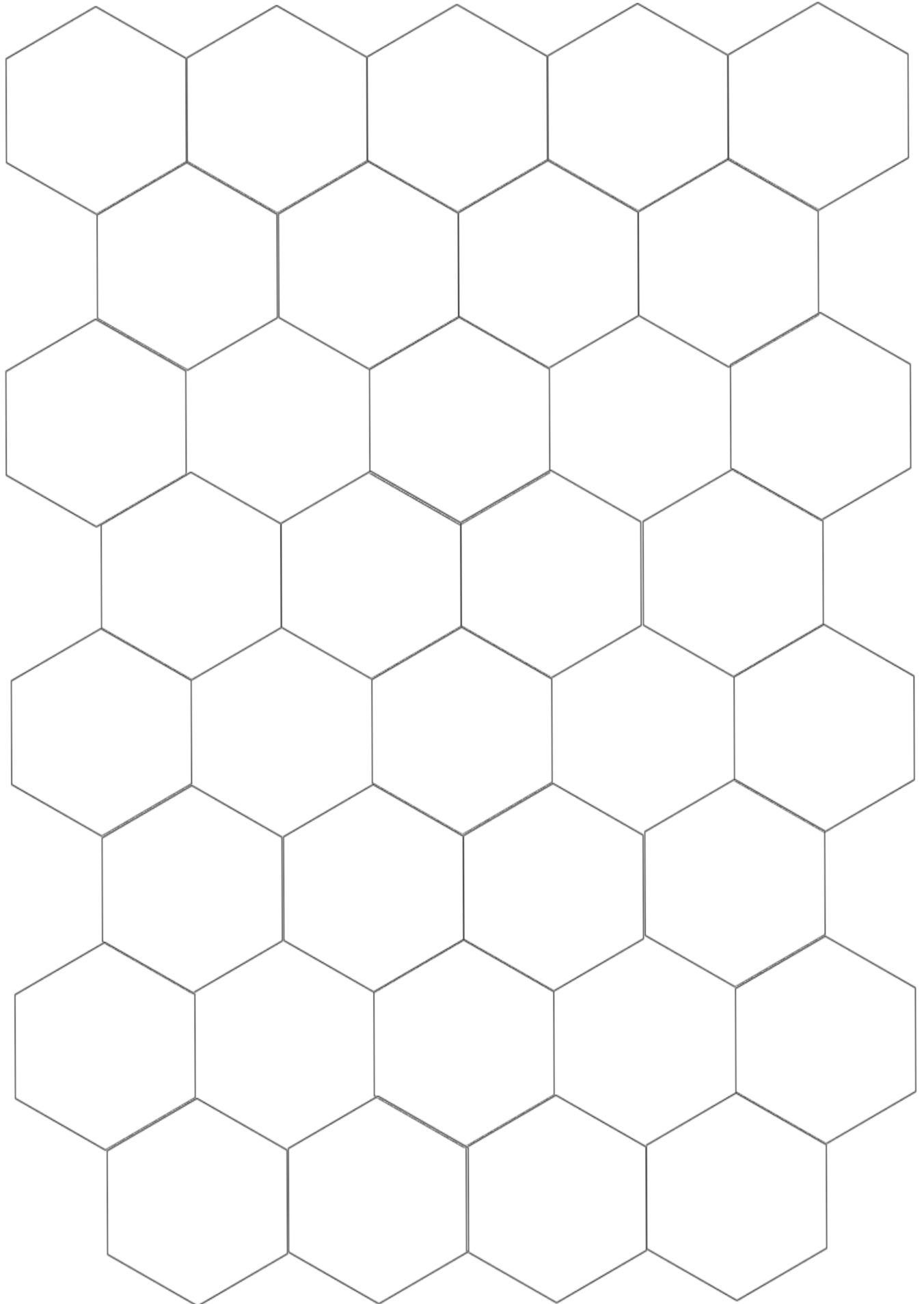
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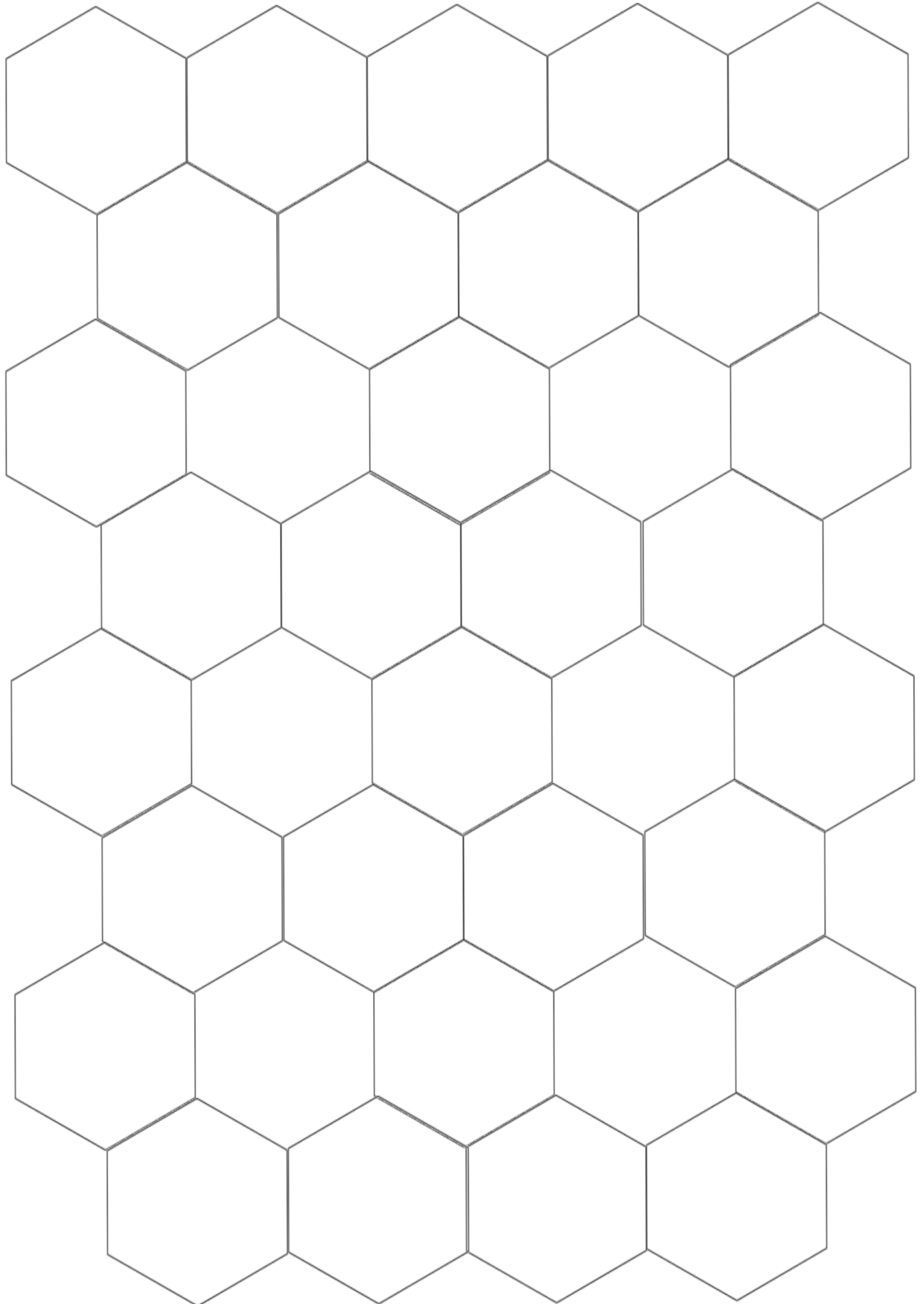
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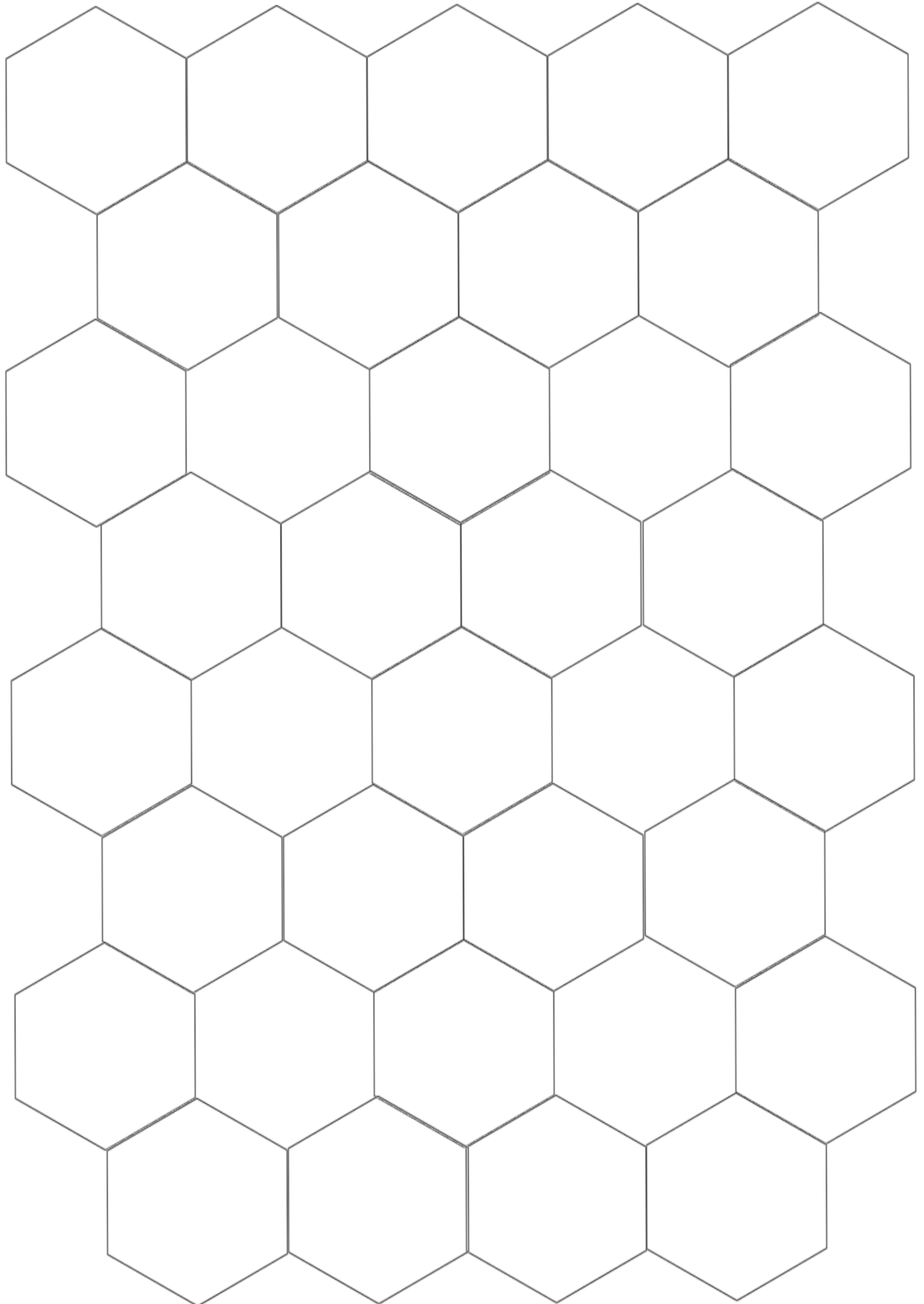
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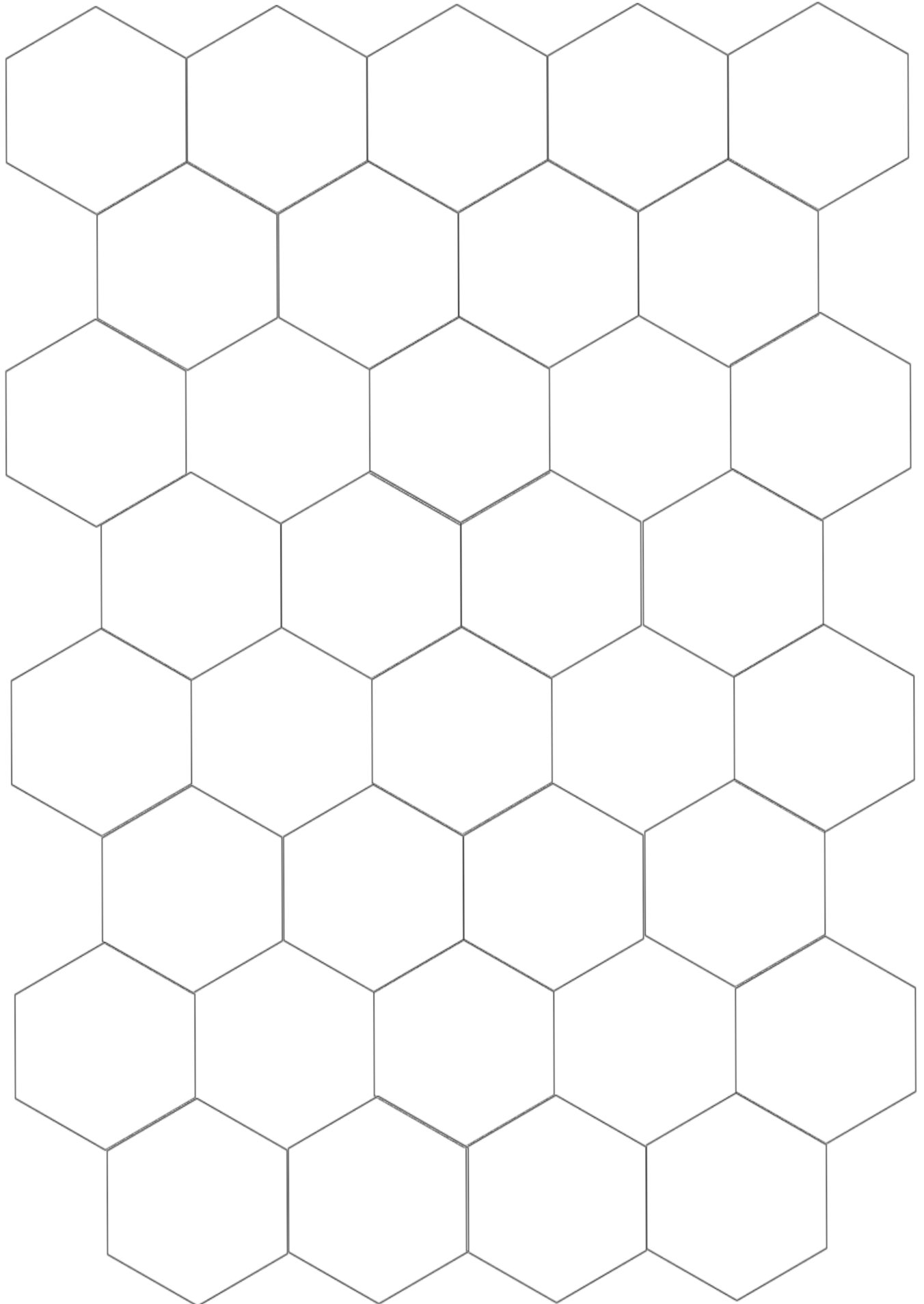
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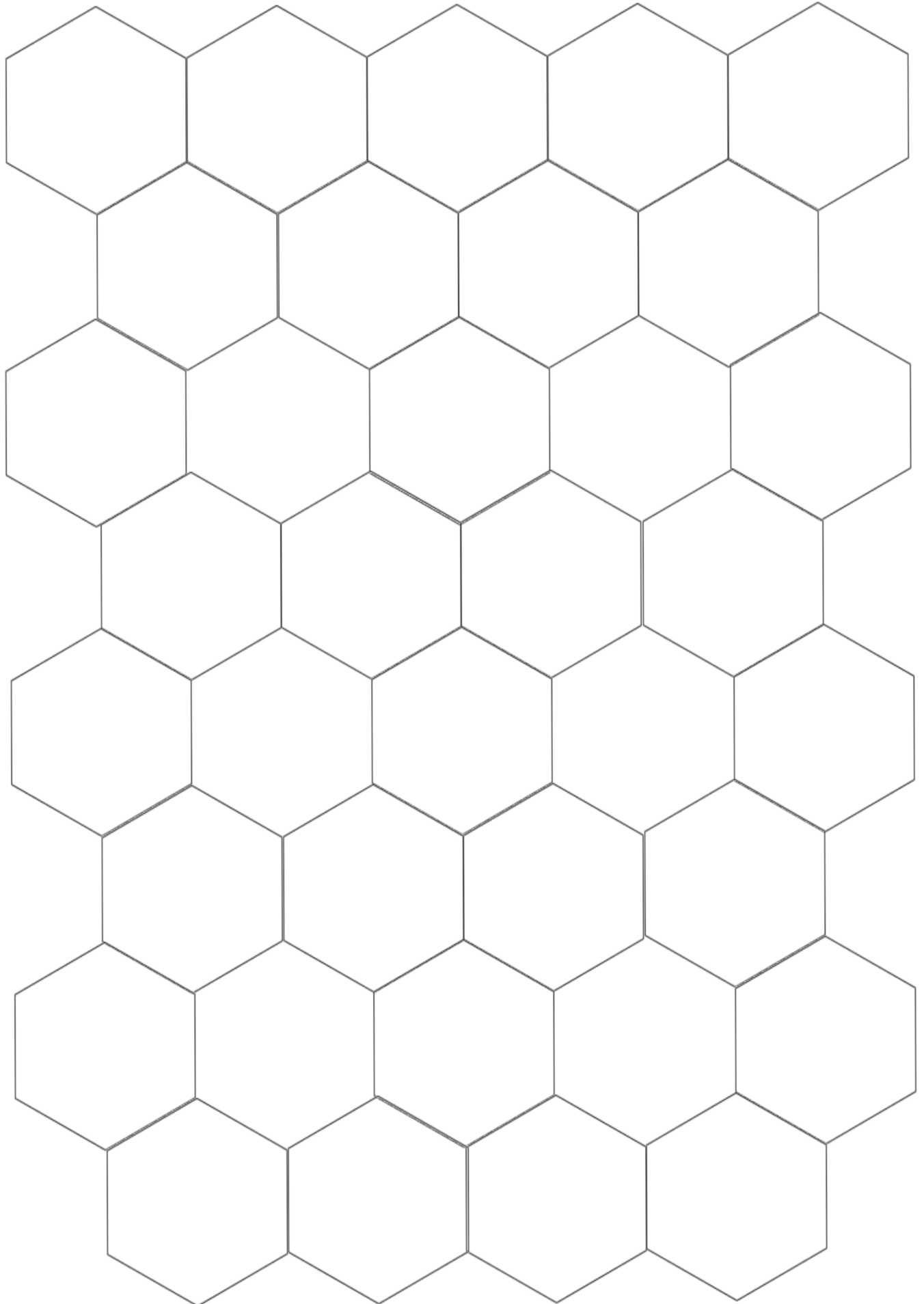
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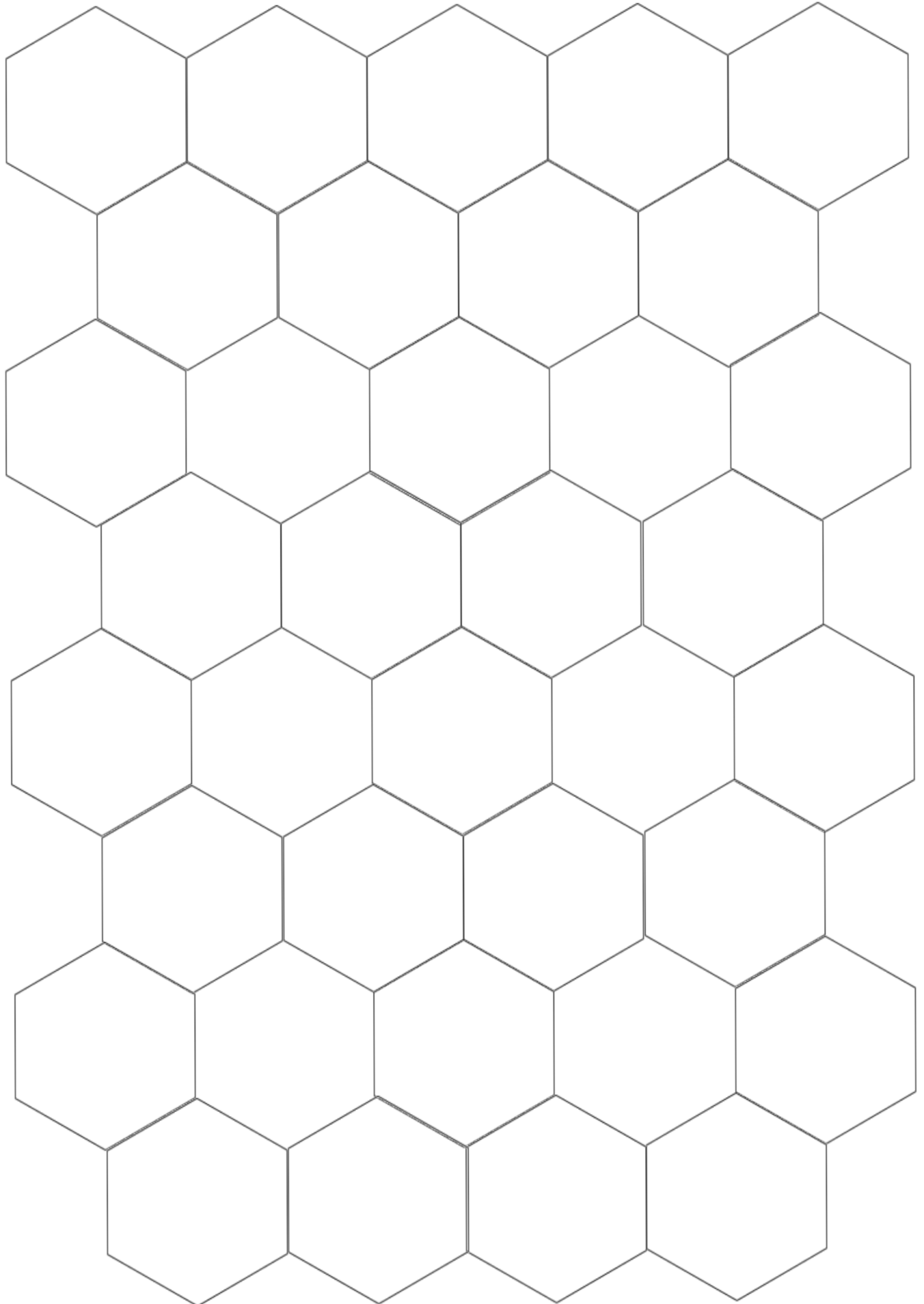
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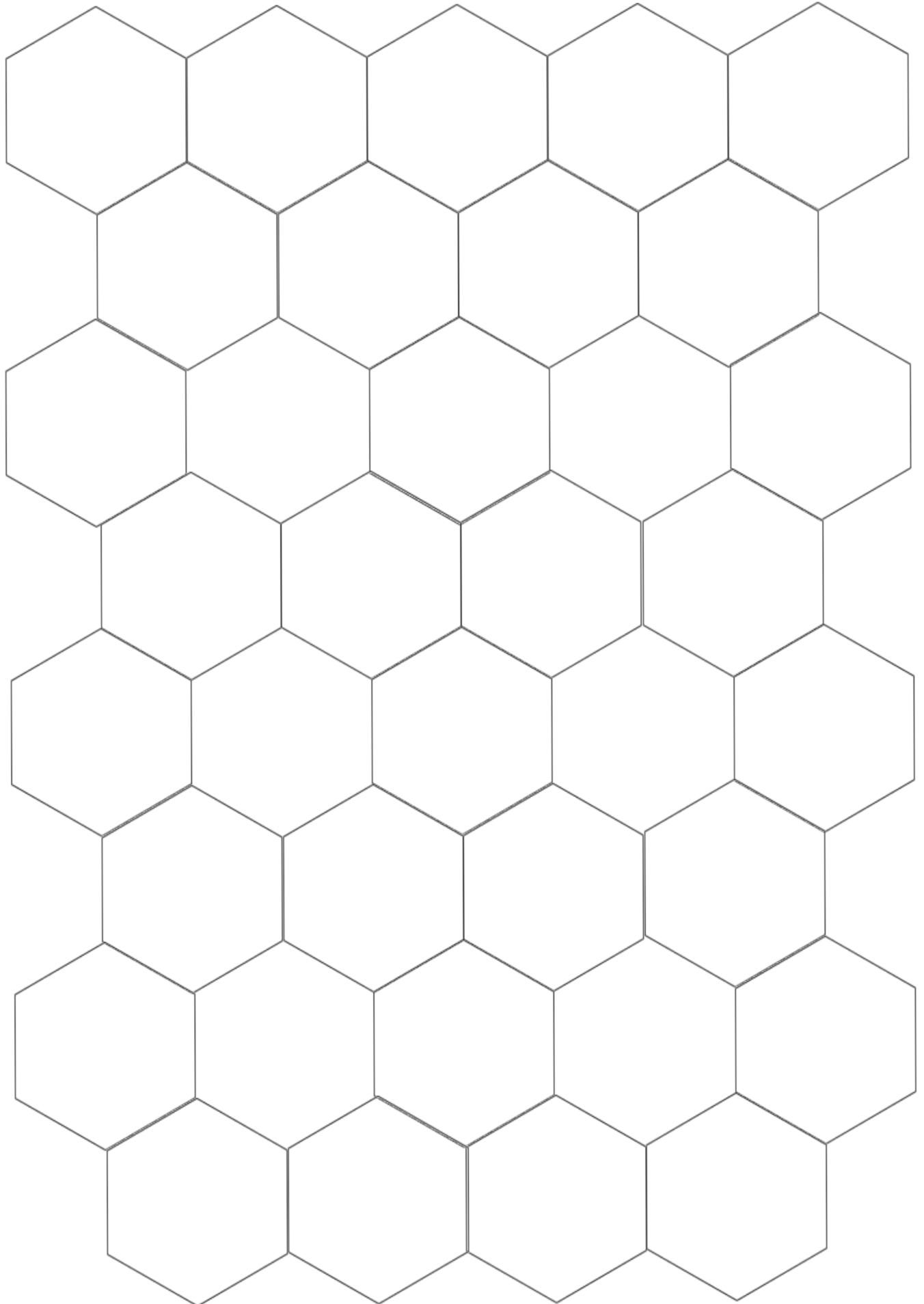
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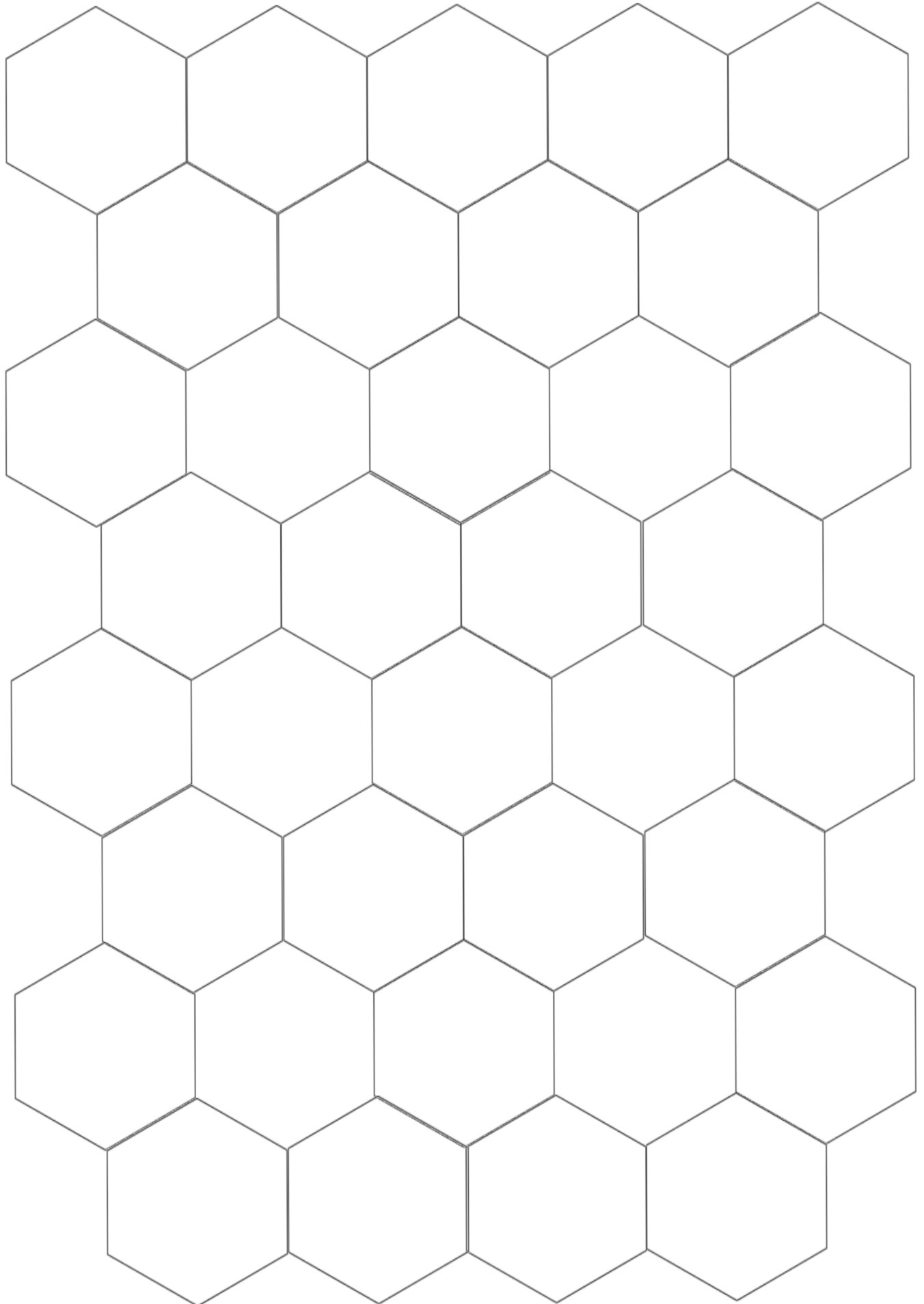
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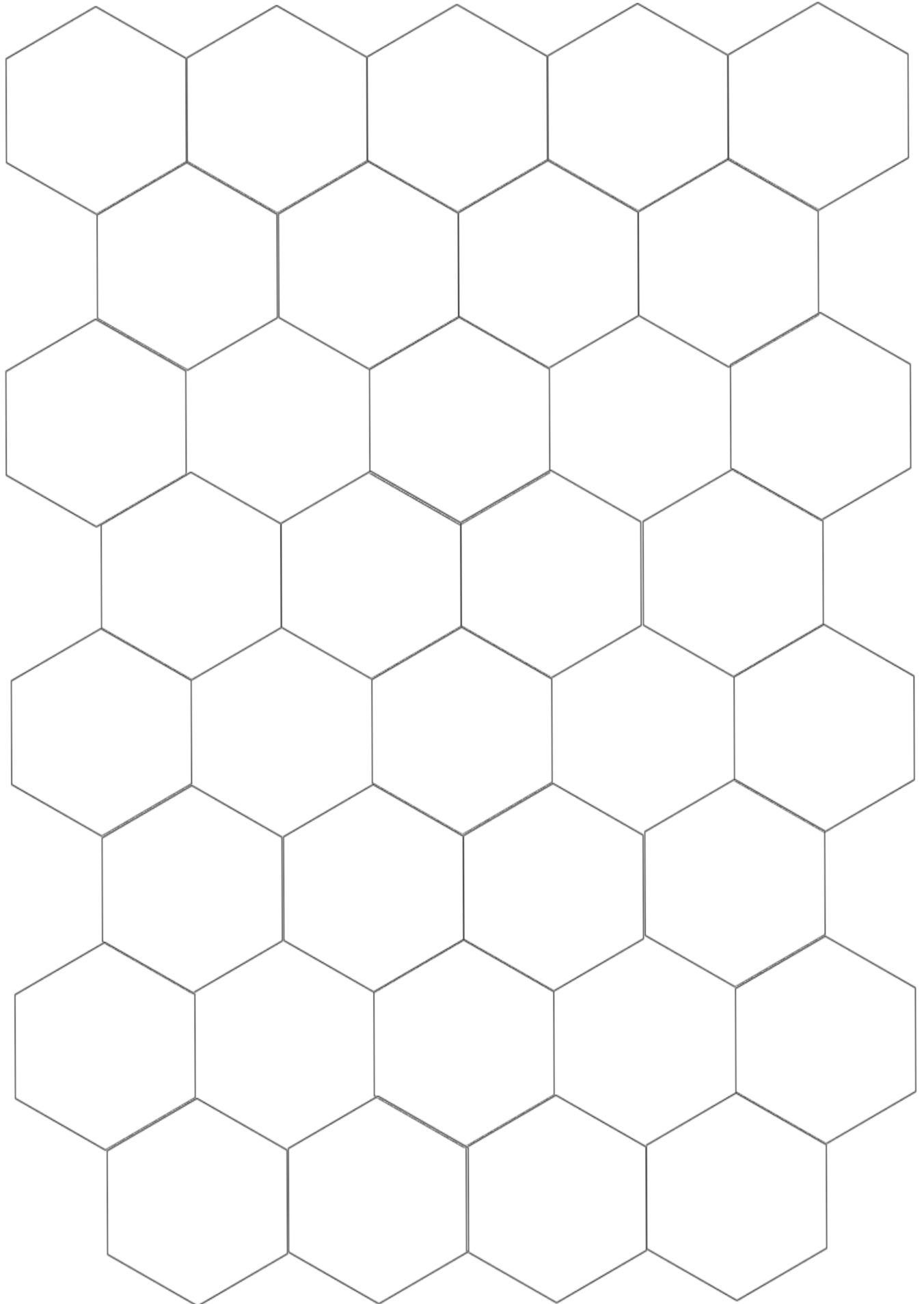
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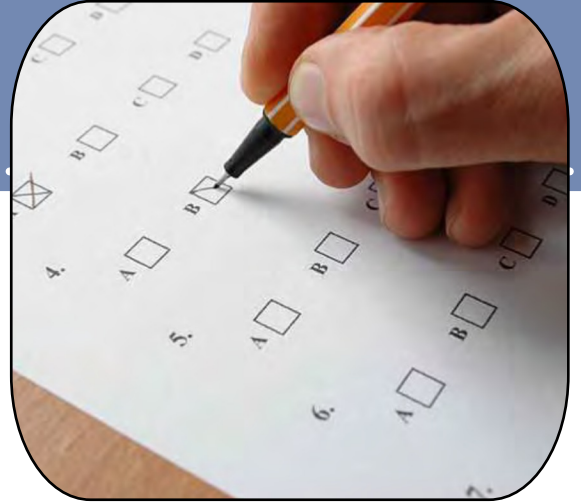


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