

Lesson Six: The Race Against Global Poverty Quiz Game

In this lesson students bring together all of their knowledge on DFID and poverty they have learnt over this project and put it to the test in the Race Against Poverty game.

PREPARATION

You will need:

- Access to a computer and the **Race Against Poverty** CD ROM quiz game

LESSON

Ask the class to organise themselves into teams, each one of which contains no more than four players. Each team will then have a set time limit, approximately five minutes, to re-familiarise themselves with all the key points about poverty they have learnt over the previous lessons.

Show the class the Race Against Poverty game and take ten minutes to familiarise them with the style and format of the game. Explain the rules of the **Race Against Poverty** quiz game.

- Play in up to four teams.
- To win, you must reach the finish line before your opponents.
- Each round, you will be asked questions.
- If you answer the question correctly, you spin the wheel and progress on the board.
- If you land on a flood hotspot you are penalised and must move back 2 spaces.
- If you land on a hedge you get to play a bonus mini game.
- When you cross the line, your final score is the number of turns it took you.

You can display the rules page of the game through an interactive whiteboard or computer screen if this is available. Make sure everyone understands and is aware of the rules and structure of the game.

Now the real game begins with each group competing against each other. The winning teams will then compete leading to quarter-finals and finally a class champion. Encourage the whole class to support the finalists to foster real group cohesion.

PLENARY

Ask your students each to name three key facts they have learnt about poverty and then say what one thing they will do differently now that they possess a greater understanding of world poverty.

