

Interactive Materials for the Teaching of History and Systems of Psychology

Caleb W. Lack, Brenda L. Morales, Kimberly A. Naala, Lynette M. Michaluk, & Charles I. Abramsom *Oklahoma State University*

INTRODUCTION

History and Systems of Psychology is one of the most valuable and worthwhile courses for undergraduate students. However, it is also one of the most difficult due to the sheer volume of information presented. In order to increase student interaction and retention of knowledge acquired in these courses, the authors developed several games which cover relevant subject matter.

Each game can be easily made for very little expense by either the course instructor or the students themselves. The games are designed for use by the instructor in class to present new class materials in an engaging fashion, review previously learned material, or by the students to aid in studying for exams. Each game presented here is an adaptation of a popular board game, parlor game, or gameshow on television. As such, the rules of each game should be familiar to the majority of students (and teachers).

PSYCHOOBOO

PSYCHOOBOO was based on the popular party game Taboo. The object is to get your teammates to name a common person, place, theory, apparatus, event, thing, or era from the history of psychology. The twist is that you are not allowed to use certain words as clues.

Two teams of any number of people can play this game. Teams draw a card (see Figure 1) and one player must give clues for the word. Each team has 3 minutes to guess as many words as possible, but if one of the "taboo" words is used, they automatically forfeit that card and 1 point is awarded to the other team. Each correct answer earns the team one point. Teams may pass, but each pass gives the other team 1 point. To win the game, each team member must take a turn. The team with the most points when everyone has taken a turn is declared the winner.

Figure 1

B.F. Skinner Behaviorist Apparatus Positivism Harvard Walden Two	Lyceum Aristotle Academy School Theophrastus Competitor	Memory Drum Automated Nonsense Syllables G. Muller Ebbinghaus Presentation
Dark Ages Decline Church Medieval Contributions Science	Structuralism Wundt Titchner Introspection Consciousness School of Psychology	Humors Nous Hippocrates Bile Sickness Excess

ACT PSYCHOLOGY

Based on the popular parlor game "Charades," the goal of ACT PSYCHOLOGY is to be the first team to make your way to a graduate degree in psychology by acting out various clues dealing with the history of psychology. Teams must advance around a board (see Figure 2) by correctly guessing what a player acts out in one of five categories:

- RED - Experiments
- PURPLE - Methods of Study
- ORANGE - Procedures
- GREEN - Theories
- BLUE - People

For each card, hints are provided to assist the actor in performing the charade (see Figure 3).

To begin the game, the team with the oldest player draws a card from the deck, states the category, and performs the charade for their team. If the team correctly answers within 90 seconds, they move up the same number of spaces as the first digit of the course number of the card. The higher the course number, the more difficult the charade. If, at the end of 90 seconds, the team has not guessed correct, the other teams have a chance to steal the card by saying the correct answer. The turn then goes to the next team and the procedure is repeated until a team makes it to the graduate degree.



Figure 3

Pavlov's conditioning experiment PSYC 1114 HINT: Have one actor pretend to ring a bell, which makes the other actor drool	Evolutionary Theory PSYC 5000 HINT: Act like an ape changing into a man	Naturalistic Observation PSYC 1953 HINT: Sit and observe the other players. Make notes of their actions.
--	--	---

PSYCHOTRIVIA

PSYCHOTRIVIA was derived from the popular board game Trivial Pursuit. As with that game, the goal of PSYCHOTRIVIA is to move around the gameboard (see Figure 4) while answering questions based on six categories dealing with the history of psychology. The first player (or team) to correctly answer questions from each of the areas wins the game.

To build the game, a gameboard must be first printed or drawn on a large square of paper. Next, gamecards (see Figure 5) should be printed on thick cardstock, with the questions on one side and the stock "PsychoTrivia" logo on the other side. Game pieces can either be taken from an old Trivial Pursuit game or made from wooden wheels with dowels glued in the middle. Smaller wheels can be painted to match the area colors and used to indicate which questions have been correctly answered by the player.

To begin the game, have the youngest player roll first. He or she gets the first chance to answer a question. If correct, they can continue rolling and answering questions until one is answered incorrectly. The player to the left then takes a turn. The game is won when a player or team gains all six colors, each one representing an area of psychology's history.

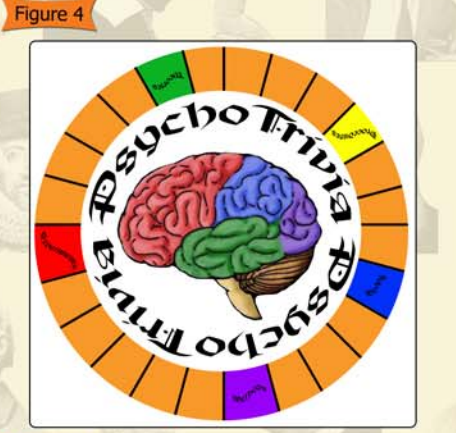


Figure 5

PEOPLE Anaximander suggested the earth was what shape? A cylinder	METHODS A controlled application of science in which variables are manipulated and measured Experimental method
--	--

PSYCHOLOGY JEOPARDY

Based on the long-running television game show, PSYCHOLOGY JEOPARDY pits individual players or teams against each other in a battle of wits. Players are given an answer and must respond with a question to match. Five categories at a time are on the board, with each category containing five questions (see Figure 6). The higher the point value of an answer, the more difficult the question.

To facilitate the ease of switching back and forth between the board and the answers, a Web browser-based game was developed. Each point value can be clicked on, which will first take you to the question, and then to the answer. A final click will return you to the original board (see Figure 7). To play, one player chooses a category and the answer is read aloud. The first player to give a correct question gets the points and control of the board. This is continued until all answers are read. Then, following a brief break, a second round is played in which point values are doubled. At the conclusion of round two, players can wager points on a final answer. If they get the correction question, the amount of points they wagered is added to the total score; if wrong, the amount is subtracted from their total. The player with the highest amount of points at the end of the game wins.

Figure 6

Figure 7