

Reviewing Policies - The Wager Game

Maryland and DC Digital Learning Standards and Guidelines

This activity is intended to be used with staff during pre-service or the early days of school to help familiarize them with the DC and Maryland Digital Learning Standards and Maryland Health and Safety Best Practice Guidelines for Digital Devices. Understanding these policies will help teachers plan instruction that embeds digital learning into a well-rounded, rigorous experience that engages students in creating meaningful learning.

In this game, small groups of teachers examine scenarios and identify how the situations relate to the policy. Groups make a “wager” for each question based on their confidence in their answer.

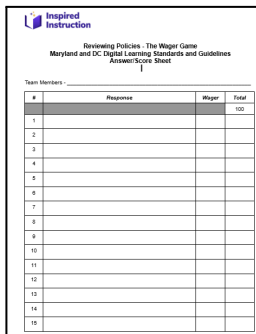
“The Wager Game” allows staff to engage actively with the policy statements having collaborative conversations to process and clarify information included in the documents. “The Wager Game” is a discourse strategy that can be used across grade levels and content areas.

Set Up and Materials

- Set teachers up in small groups of 3 to 5. Each person should have a device.
- Give each team digital and/or paper copies of the policies
 - [DC Digital Learning Standards - ISTE Standards for Students](#)
 - [Maryland Digital Learning Standards](#) (same as DC)
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- Give each group a hard copy of the Wager Game score sheet.

Playing the Game

- The facilitator shares the [Wager Game slides](#) and game directions.
- Each group begins with 100 points, recorded on the first line of the answer/score sheet.
- The facilitator displays a scenario based on the policy.
- Groups have 2 - 3 minutes to review the policy to locate and record the answer to the prompt.
- Before the correct answer is displayed, the groups wager points based on their confidence in their answer.
- The facilitator reveals the correct answer. Correct teams add their wager to their score; incorrect teams deduct the wager from the score.
- Any team can challenge an answer by providing their evidence from the policy. The facilitator makes the decision whether to accept the alternative response or not.
- Scores are recorded and the next round begins.



Inspired Instruction
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Answer/Score Sheet

Team Members _____

#	Response	Wager	Total
1			100
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

