

7-17-2018

# Game/Gaming: How to Play Citation Bowl

Brianne Markowski  
*University of Northern Colorado*

Follow this and additional works at: <https://digscholarship.unco.edu/infolit>

---

## Recommended Citation

Markowski, Brianne, "Game/Gaming: How to Play Citation Bowl" (2018). *Information Literacy*. 13.  
<https://digscholarship.unco.edu/infolit/13>

This Game/Gaming is brought to you for free and open access by the Open Educational Resources @ UNC at Scholarship & Creative Works @ Digital UNC. It has been accepted for inclusion in Information Literacy by an authorized administrator of Scholarship & Creative Works @ Digital UNC. For more information, please contact [Jane.Monson@unco.edu](mailto:Jane.Monson@unco.edu).

# How to Play Citation Bowl

## **Materials:**

Computer lab  
Slides  
2 bells  
Timer  
Prizes

## **Set up:**

Project slides. At the front of the room, set up 2 stations for competitors. Each station needs a computer with online APA resources open and a bell. Divide class into 2 teams and assign each student a partner on their team. Have one pair from each team come to the competitors' station. All other students should bring up APA resources on their computers.

## **Directions to students:**

I'll show a reference on the screen. Each reference has an error in APA style. One pair from each team will go head to head to try to be the first to correctly identify the error and how to fix it. When you think you have the answer, ring the bell. If you are right, your team gets 2 points. If you are wrong, the other pair gets 60 sec to steal for 1 point but now they can consult the other members of their team.

- You can consult APA Guides (show [APA LibGuide](#), [Purdue Owl APA Style Guide](#))
- You cannot consult other members of your team unless you have an opportunity to steal. So if it is not your turn – you need to be silent.

When the round is over, pass the bell to then next pair from your team (have the next pair come to the competitors' station). The team with the most points at the end wins.

## **Notes to instructors:**

- Playtime is approximately 30 minutes.
- Ask students to watch a brief APA video as homework before playing the game in class.
- Assign students a reference list to correct or have them to correct their own reference list after playing the game.