**Lesson Plan: Database Dash**

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| **Activity Description** | **Resources** | **Time** |
| Summary:  The Database Dash activity introduces students to the range of scholarly materials and features available in a library database. The competitive game is driven by a giant Bingo board, which includes 25 blocks with a range of database-related tasks. Students work in small groups to complete as many of these tasks as possible in just five minutes.  Learning Outcomes:   * Students will explore the features of a library database. * Students will develop new database search strategies.   ACRL Framework for Information Literacy:  This activity connects with the frame “Searching as Strategic Exploration.”  Instructions:   1. Ask the class to form groups of 4-5 students. Distribute a Bingo worksheet and sticky note pad to each group. Explain that the groups will compete to see which group can accomplish the most tasks from the Bingo board in five minutes. 2. Explain that each student in the group will play a different role. The **researcher** will use their computer to search the database. The **spotter** will watch and assist the researcher as they complete different tasks. The **runner** will put a sticky note on the corresponding square of the Bingo board at the front of the classroom each time the group accomplishes a new task. The **coordinator** will keep track of the group’s progress on the Bingo worksheet. If a group has more than four students, then multiple students can serve as spotters. Ask students to decide among their groups members who will take each role.   \*\*\*Not every classroom has a projector screen that can be used as a Bingo board (some are too tall for students to reach, or too cumbersome, etc.). Be sure to use the [Classroom Info Search](https://hotline.unc.edu/public/?classroom) to look at the classroom setup before your session. If the project is not accessible for the activity, then you can have students keep score on their Bingo worksheets instead of using the sticky notes.   1. Go over the rules of the game: Groups will complete as many tasks as possible in five minutes. When they complete a task, the runner will put a sticky note on the corresponding square on the Bingo board at the front of the room. Each task/block they complete is worth one point. Teams can earn a Bingo by finishing a row of five consecutive blocks (horizontal, vertical, or diagonal). They earn an additional five points per Bingo. 2. Clarify that all students will use the same database for this exercise and research the same topic. In the example slides, students will research “sustainability” using Academic Search Premier. Show students how to find the database on the E-research by Discipline page. 3. Answer any remaining questions about the exercise and make sure students are ready to start the game – play the countdown video. 4. Tell students to start searching and set a five-minute timer. Float between groups during the game to answer questions/cheer each team on. 5. At the end of the game, ask teams to tally up their points and hand out prizes to the winning team. 6. Ask students what they learned and which tasks were most difficult. Answer questions and demonstrate any tasks that were not completed or confused students.   Extension Activity (if time permits):   * If time permits, do a very brief demonstration in a different database, like ProQuest Central or Web of Science, to show that similar tools are available in any library database.   Adaptation:   * This activity can be adapted for a variety of databases, research topics, and skill levels. * Adapt the research topic to be relevant to the students’ unit project assignment. Just make sure the topic is general enough to generate lots of results (i.e. “vaccines” for a public health project, “primate behavior” for a zoology project). * For more advanced students, you can adapt the tasks to be more difficult and use a more complex database like PubMed, Scopus, or Web of Science. | Required Materials:   * 5 printed copies of the Bingo worksheet * 5 sticky note pads (one per group) in different colors * At least one laptop per group of students * Paper for keeping score * Prizes for the winning team   Prep:   * Update the slide deck to include the database, research topic, and research tasks of your choice * Print five copies of the Bingo worksheet | **15 minutes** |