Wack-a-Mole: Primary Data Sources – Notes for Educators

Open the game https://wordwall.net/play/53027/605/813 *to see the complete educational material.*
Date: 2022-11-16

About the educational material

The educational material was created with the Erasmus+ project *Bridging Integrity in Higher Education, Business and Society* (BRIDGE, project no. 2020-1-SE01-KA203-077973) as a part of the project output 2 "Bridging academic and research integrity". The educational material, other project outputs, and more information on the project are available at https://www.academicintegrity.eu/wp/bridge/.

Use and adaptations of the educational material

Authors welcome adaptations of the material, especially translations! If you are interested in translating the material into your language, please contact us at bridgeinfo@academicintegrity.eu and we will provide you with source text. The Bridge project will then be happy to assist you with further sharing of your translation.

Citation of the educational material

[author] Bridge project
[title] Wack-a-Mole: Primary Data Sources
[date] 24.2.2023
[source] https://wordwall.net/play/53027/605/813
[access date]

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Wack-a-Mole: Primary Data Sources

Basic information

- **Target Audience:** Master students
- **Study/Research Field**: Understanding primary and secondary data sources, research skills.
- **Length:** Quick gameplay rounds, 1 minute each.

Purpose of the educational material

The "Wack-a-Mole: Primary Data Sources" game is designed to help students differentiate between primary and secondary data sources, enhancing their research skills and information literacy. It is suitable for high school students who are learning about the types of sources used in research.

What is included in this educational material?

- Online game platform: "Wack-a-Mole: Primary Data Sources"

How to use the educational material?

- Introduce the concept of primary and secondary data sources. Discuss the characteristics of each type and how they contribute to research. Clarify the distinction between them.
- Share the link or access information to the "Wack-a-Mole: Primary Data Sources" game. Ensure students have the required devices and controls (mouse or touch) to play the game.
- Describe the game mechanics: Students will use a mallet to hit moles that represent primary data sources. They should avoid hitting moles that represent secondary data sources. Incorrect answers result in a time penalty, but students can continue playing until the time is up.
- Have students play one-minute rounds of the game. Emphasize the need for quick decision-making and accurate differentiation between primary and secondary data sources. Encourage them to aim for a high number of correct hits.
- The game should provide immediate feedback for each hit. Celebrate correct hits and explain why they are accurate. Discuss the reason behind incorrect hits and how to avoid them in the future.
- At the end of the gameplay session, allow students to review their hits and misses. Encourage them to reflect on the challenges they faced and how they can improve their accuracy.
- Allow students to play the game multiple times to improve their accuracy and speed. Discuss any strategies they develop for distinguishing between primary and secondary data sources. Since the game is quick, it can be integrated into short classroom activities or online sessions.