

## Guess who I am

EN (UJI)

- Intermediate: Application, Analysis
- Teaching

<b>TYPE OF THE ACTIVITY</b>	Game
<b>DURATION</b>	45 minutes maximum
<b>TEACHING AID</b>	Printed cards, computer, tablets, internet connection, smartphones.
<b>SUMMARY</b>	<p>This game consists of finding out who are the scientists who are behind the clues. The teacher should organize the class in small groups of students, who find out who is hiding behind the clues and then share their discovery making a poster or giving an oral presentation.</p> <p>A second part of the game consists of collecting each set of clues with the photo of its protagonist.</p> <p>Finally there is a small content evaluation test.</p> <p><a href="https://goo.gl/forms/jz2Usws7u0Kv45vT2">https://goo.gl/forms/jz2Usws7u0Kv45vT2</a></p>
<b>TEACHING PRACTICE (STEP BY STEP)</b>	<p>This material could be used to reduce gendered stereotypes concerning girls and women in STEAM to foster girls' interest in STEAM subjects and careers.</p> <p>An outline for the lesson could be the following:</p> <ul style="list-style-type: none"> <li>-Explanation of gendered stereotypes in STEAM.</li> <li>-Importance of addressing this issue.</li> <li>-Examination of role models and mentorship opportunities in STEAM fields. In this point teachers can use the game to foster girls' interest in STEAM.</li> </ul>
<b>SOURCE</b>	<a href="https://11defebrero.files.wordpress.com/2018/01/adivina-queiecc81n-soy-11f.pdf">https://11defebrero.files.wordpress.com/2018/01/adivina-queiecc81n-soy-11f.pdf</a>