

## The best 10 scientists!

EN (Orizz)

- Intermediate: Application, Analysis
- Teaching
- Original material

<b>TYPE OF THE ACTIVITY</b>	Game
<b>DURATION</b>	45 minutes
<b>TEACHING AID</b>	Computers, tablets or smartphones. Internet connection.
<b>SUMMARY</b>	The aim of the game is to make a classification of the 10 best scientists and inventors in history. It will be interesting to see how the students decide to make this classification and how they will comment on the result obtained
<b>TEACHING PRACTICE (STEP BY STEP)</b>	<ul style="list-style-type: none"> <li>• Divide the class into small groups of three or four students.</li> <li>• Each group must produce a ranking of the ten best scientists or inventors in history.</li> <li>• Each group will have to decide the criteria with which to make the classification, which parameters are used.</li> <li>• Finally, when the rankings are complete, analyze them also from the point of view of gender discrimination. (For example if there are more males than females and try to find out why).</li> </ul>
<b>SOURCE</b>	Original Power Point created by Orizzonti Cooperativa.