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BETTING ON ANSWERS AS A WAY OF ENGAGING STUDENTS¹

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Abstract: *The paper presents a model for classroom activities where true or false and multiple-choice questions are approached in an innovative way. Instead of simply providing answers to the questions, students are required to place a bet on their preferred answer, starting from a predetermined set of points, which change on each subsequent iteration depending on the correctness of the answers to the previous questions. Students are divided in teams and make the decision about the bet together, competing against other teams. We describe the design of a template spreadsheet for the conducting of the activities and briefly discuss the advantages and disadvantages of the model.*

Keywords: *Teaching, Classroom games, Gamification, Education*

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