

# SHOWDOWN



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**Description:** A brief competition that has learners competing to recall workshop content

**Objective:** Have learners recall session content in a creative way that encourages collaboration as a way of promoting content reinforcement.

**Time:** 25 minutes

**Audience:** Any technical training audience

**Group Size:** 20 or fewer

**Materials:**

- Flip chart paper
- Pens

**Process:**

1. Set up the activity by writing six key topics or topic statements from the session on the board or screen.
2. Next, divide the class into two smaller groups.
3. Begin the game by inviting one of the groups to select one of the listed topics. This group then nominates how many answers to that topic they think they can name. For example, in a business leadership class, one of the topics could be “Leadership Theorists” and the group may nominate “six.”
4. The group receives points for every correct answer they provide.
5. Once completed, the other group can earn points from the same topic by nominating additional correct answers. They would then select a new topic from the board. This process continues until there are no remaining topics on the board. You, the trainer, tally the points and award a winner.

**Debrief:** Recognize the participants’ participation and raise any additional points as necessary.

**Variations:** As an extension, Showdown could be used as a self-evaluation tool where participants are asked to internalize the questions and come up with an appropriate amount of responses for each one. For example, statements could include “Things I will immediately apply,” “Ideas I will challenge,” or “Topics I will research.”