

MODULE 6: CAREER UNDER CONSTRUCTION – INVESTING IN YOU

Teacher's Guide Handout

The Rules of “Boost Ball”

Boost Ball is based roughly on the game of baseball. It is a game played by groups of students who strive to get the maximum number of four points allocated for each question. It is played after the students have read and prepared assigned material. With all resources closed the teacher asks questions and the game begins. It is played using the following rules:

1. Draw a baseball diamond on the board.
2. There are four points allocated for each question. Once the four points have been awarded that “inning” is over and the next question would be asked.
3. The teacher poses the question to Group One.
4. The group has a maximum of 15 seconds to prepare their answer and select someone to give it.
5. Based on the completeness of the answer, the teacher assigns a single, double, triple or home run to the answer and assigns points to the group based on the hit – 1 point for a single, 2 points for a double, 3 points for a triple and 4 points for a home run (which indicates a complete answer).
6. If a home run was assigned then Group Two is asked a question and the procedure is repeated.
7. If a home run was not granted then Group One is assigned the corresponding points to the hit assigned and their marker is placed on the corresponding base on the board.
8. Group Two then has the opportunity to “drive the runner home” by adding the missing information.

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9. If Group Two completes the answer and “drives the runner home” then they get the remaining points for the question. For example, if Group One was awarded a double they would have been given 2 points and Group Two would earn 2 points for hitting the double that was necessary to drive the runner home.
10. If Group Two fails to bring the runner home it could have done one of two things – struck out by failing to give any additional information or advanced the runner by giving some of the missing information. If Group Two advanced the runner it would be given the corresponding points for the hit assigned. If the lead runner still has not crossed home plate then Group Three would come to bat and have the opportunity to bring the runner home.
11. Once the runner has crossed home plate the inning is over and a new question is asked starting with Group Two and the game is continued until the runner has crossed home plate.
12. If, however, there are 3 strikeouts before the runner comes home the umpire (teacher) will complete the answer and move on to the next question.
13. There should be enough questions so that each group has the opportunity to lead off an inning.