**Give One, Get One**

Students formulate initial positions and arguments in response to a question or prompt and then share them with each other through a structured procedure. They test, refine, and strengthen their ideas as they share their ideas and hear the ideas of others. Students practice being active listeners or readers.

**How to Use:**

1. Students fold paper in half lengthwise (hotdog style). Students then open paper and draw a line down the crease. At the top of the left column, student write “GIVE ONE.” At the top of the right column, students write, “GET ONE.”

2. Teacher poses a question or a topic with multiple answers and gives a time limit.

3. Students list as many things as they know in the “GIVE ONE” column.

4. Teacher tells students to stand, put up hand, and find a partner.

5. Once students have greeted their partner, Partner A gives an answer to Partner B. If Partner B has that answer on their paper, they must check it off. If it is a new answer, they must write it in the “GET ONE” column.

6. Reverse roles. Partner B gives an answer; Partner A checks or writes.

7. Partners split up, put hand up, and find a new partner.

8. Play continues until teacher says to stop.

**When to Use:**

**-** Factual and interpretive accuracy

- Persuasiveness of evidence

- Determining credible sources

- Classroom introductions during a new school period

**Variations:**

List names and ideas on the board. Use the ideas to move into your next activity.