

## World Religions Interactive Game

### Summary

The activity presents an introduction to the different religions of the world, their geographical distribution, and the key concepts that will later be deepened through a short video and an interactive game available on the web.

### Description of the activity

The activity starts with watching a video available on YouTube

[https://www.youtube.com/watch?time\\_continue=26&v=AvFI6UBZLv4](https://www.youtube.com/watch?time_continue=26&v=AvFI6UBZLv4): an animated map of world religions, for introductory purposes. Quick and intuitive, it allows a general overview of world religions. Next is a brief explanation by the teacher on the different types of religion, as in the contents of the Chapter: Polytheism, Monotheism, Pantheism, Abrahamic / Revealed Religions, Religions from India-China-Asia; their main distinguishing features: prophetic figures; sacred texts of reference; the immanent and / or transcendent concept of God; the ways for salvation.

Subsequently, the teacher suggests, on the screen or on the IWB, an interactive game “**Five Major World Religions**” to be played in teams on the 5 Great Religions in the world, which is already available on the Net on the Super Teacher Tools platform.

Super Teacher Tools is a site which allows to play games such as Jeopardy, Speed Matching, Millionaire, & others. It's easy to create a game, but there are also SO MANY that are already made and available. The game is available in a simple HTML or Flash version (with multiple animations). In both cases you can choose the number of participating teams, but you can't type the correct answers: the teacher will hold the ranks of the challenge and assign the scores to the teams that answer correctly. The web page with the correct answers is available and can be printed.

In turn, teams will face issues related to the 5 major religions in the world: Christianity, Islam, Buddhism, Judaism, Hinduism. A game is a series of questions, 5 for each great religion, according to a scale of difficulty from 100 to 500, plus a final question, which the students will have to answer while divided into culturally heterogeneous groups, in order to obtain a score and win the game.

The questions will be like:

“ Christianity: The Main Symbol of the Christian faith is the...”

“ Islam: Believers of Islam worship in a ...”

“Judaism: Main festivities are...”

“ Buddhism: Core beliefs are ...”

“ Hinduism: Followers are called.....”



The game is neither a content review nor an evaluation test, being presented here as an introduction to the themes that will be learned in subsequent lessons. It will aim to elicit the pre-existing knowledge of the students based on their cultural background, especially in multiethnic and multicultural classes. The similarity of the video game with the experience of students should leave a strong impression and give the opportunity to further explore the topics in subsequent lessons.

### Activity structure

- **Preferred Activity Location:** in the classroom
- **Resources needed:** IWB or projector and screen, computer with internet connection to access interactive online gaming.
- **Recommended number of participants:** class group, up to 25 (to be divided into teams of 4-5 people for up to 5 teams).
- **Prior knowledge of the participants:** not required.
- **Duration of Activity:** Activity can take place as a one-time event during the lesson.

### Learning Objectives

- Understanding the geographical distribution of religions in the world
- Understanding the major differences (monotheism, polytheism, pantheism)
- Understanding the similarities (Abrahamic religions, revealed religions, sacred texts, historical reference figures, salvation paths)
- Knowing how to use the specific religious vocabulary, typical of every religion

### Expected Outcomes

Students acquire a synoptic view of the different religions, in particular of the 5 major religions, becoming familiar with key concepts and contextualizing them in the proper cultural prospect.

### Target group

Students between 14 and 16 years of age

### Subject of the curriculum in which the activity could be implemented

Literature  
Science  
Philosophy

### Learning objects to be used with this activity

Animated map showing how religions are spread around the world

[https://www.youtube.com/watch?time\\_continue=26&v=AvFI6UBZLv4](https://www.youtube.com/watch?time_continue=26&v=AvFI6UBZLv4)

short url: <https://goo.gl/KTCpuU>





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HTML game:

<https://www.superteachertools.us/jeopardyx/jeopardy-review-game-live.php?gamefile=332384&playid=2503635>

short url: <https://goo.gl/vFk5fg>

WITH FLASH TEMPLATE GAME:

<https://www.superteachertools.us/jeopardyx/jeopardy-review-game-flash.php?gamefile=332384#.WgckyxP9SRt>

short url: <https://goo.gl/kRSjda>

Correct answers:

<https://www.superteachertools.us/jeopardyx/answerkey.php?game=332384>

short url: <https://goo.gl/2ZDRVQ>



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