

THE GAME OF KNOWLEDGE: AGREEABLE AGING

Creative Motivating Ways
to Teach & Learn the Basics of

the Science of Aging

For Teachers, Learners, and Any Adults (Not) Getting Older



by Elaine Kirm-Rubin, West Los Angeles College
Authors & Editors, Culver City CA 90230

*The Game of
Knowledge*

Gerontology

First Edition

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*Authors & Editors
10736 Jefferson Boulevard, # 604
Culver City, California 90230-4969*

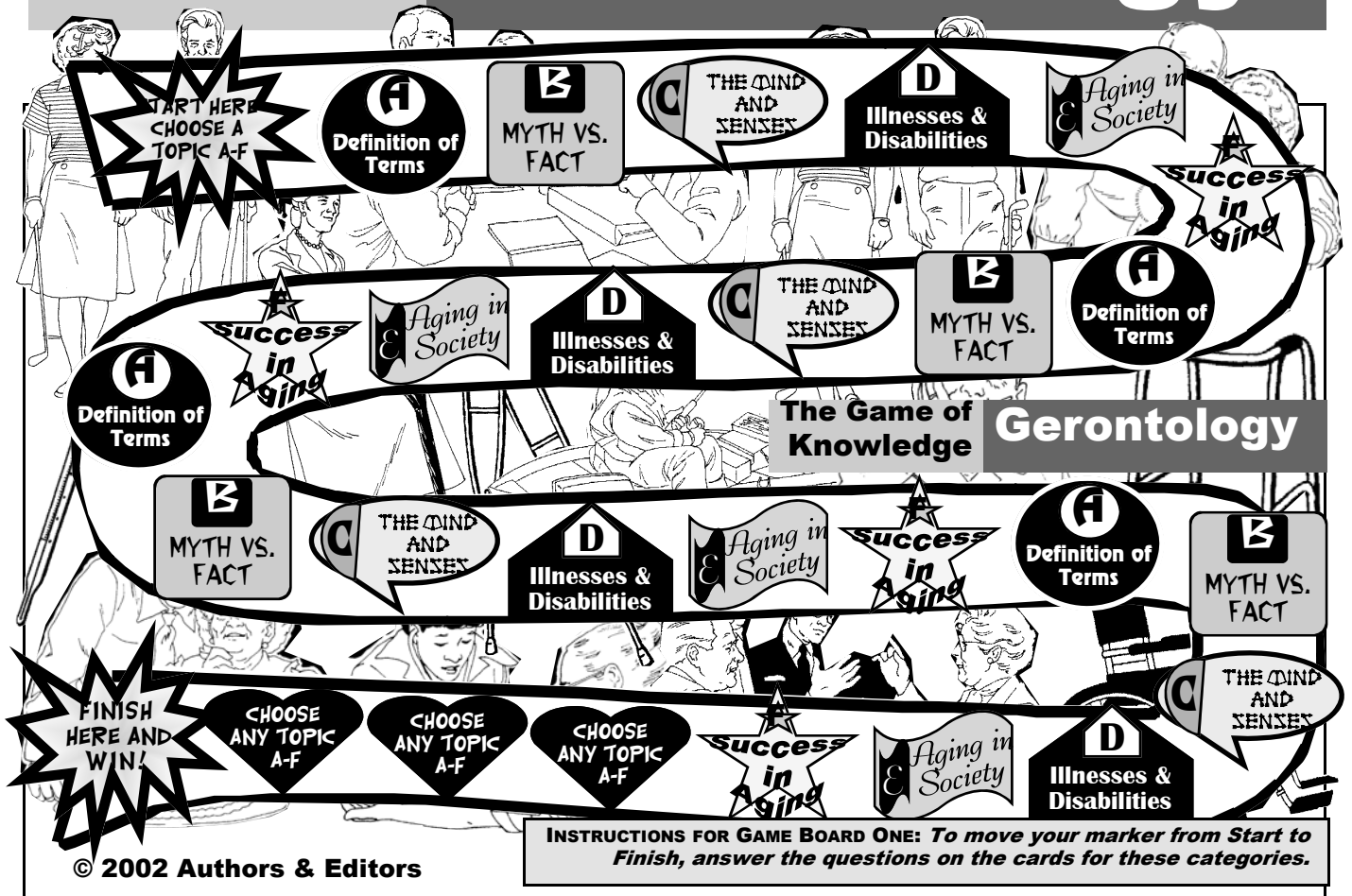
*e-mail: info@2learn-english.com
telephone: 310-836-2014
FAX: 310-836-1845*

*Front Cover Photos are
of Iz & Bunny
Fendelman, the
author's parents, in
1939 and 1989,
respectively.*

*There they are again, on the back
cover, in the year 2000—playing
games, as seniors tend to do. The
second picture shows Morris &
Esther Fendelman, the author's
grandparents, ca. 1965.*

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INSTRUCTIONS FOR GAME BOARD ONE: To move your marker from Start to Finish, answer the questions on the cards for these categories.

Teachers, Learners, and Any Adults (Not) Getting Older:

Looking for effective ways to teach and learn content beyond traditional lecture, reading, and discussion? Want motivating, engaging games and activities? Innovative ideas to try? Handouts to distribute? Quizzes with Answer Keys? Informational resources? Fun ways to compete?

Then the Game of Knowledge: Gerontology will suit your purposes and stimulate your creativity.

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TEL 310-836-2014. FAX 310-836-1845. E-MAIL info@2learn-english.com

<i>Why communicate knowledge through games?</i>	pages 5
<i>What are the unique educational features of the</i>	6-7
<i>How is the Game of Knowledge played?</i>	8
<i>Game Board One: Move from Start to Finish</i>	8-11
<i>Game Board Two: Cover All the Symbols</i>	12-14
<i>Game Board Three: Score Card</i>	16-18
<i>Attitude Is Everything: Interview Questions &</i>	19
<i>Reproducible Game Board One (Centerfold)</i>	20-21
<i>The Game of Wisdom: Using One-Liners for</i>	22-27
<i>But What Do YOU Think? Discussion Topics</i>	28-29
<i>Lighten Up: Adding Humor to the Game of</i>	30-37
<i>Informational Resources</i>	38

See also: 68-page book of reproducible quiz handouts

Instructions for Use / 6 TRUE/FALSE Quizzes of 54 Items Each / Answer Keys with Corrections for False Statements / 6 Multiple-Choice Quizzes of 54 Items Each / Answer Keys with Notes

Topic Categories: A. Definition of Terms. B. Myth Vs. Fact. C. The Mind & Senses

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