Whac-a-Wrong-Answer

Facilitator Guide

Purpose

> **Whac-a-Wrong-Answer** is a fast-paced learning activity that challenges students to identify **incorrect answers** while avoiding the correct ones.

The game promotes **active retrieval**, **critical thinking**, and **recognition of common misconceptions**. By encouraging students to explain why an answer is incorrect, it supports deeper learning and helps reinforce key concepts in a fun, competitive environment.

Learning Outcomes

By the end of the activity, students should be able to:

✓ Recognise correct and incorrect concepts.

✓ Identify common misconceptions.

✓ Justify their decisions using subject knowledge.

✓ Apply knowledge quickly and accurately.

✓ Work collaboratively and communicate their reasoning.

Before You Start

Create Your Game

Enter:

🟢 **5 Correct Answers**

These are the answers students should **avoid clicking**.

🔴 **5 Incorrect Answers**

These are the answers students should **click (whack)**.

Choose realistic distractors that reflect common student misconceptions to encourage discussion during the debrief.

▶ How to Play

Step 1 – Start the Game

Click **Start Game**.

Students have **60 seconds** to score as many points as possible.

Step 2 – Find the Incorrect Answers

Students should:

✓ Click the **incorrect answers**.

🚫 Avoid clicking the **correct answers**.

The answers continuously change position, requiring learners to think quickly while recognising common misconceptions.

Step 3 – Scoring

Action	Result
✓ Click an incorrect answer	**+1 point**
❌ Click a correct answer	**−1 point**
⏱️ Time reaches zero	Game ends

🩺 Example Activity

Topic

Infection Prevention

Correct Answers (Avoid)

- Hand hygiene
- PPE
- Sterile field
- Patient identification
- Aseptic technique

Incorrect Answers (Whack)

- Reuse gloves
- Ignore allergies
- Skip patient ID
- Use expired medication
- Touch sterile equipment

Students should **click only the unsafe or incorrect practices** while avoiding the correct clinical actions.

Facilitator Tips

Encourage students to explain **why** they selected an answer rather than simply reacting quickly.

Pause after the game to discuss:

- Which incorrect answers were most difficult to identify?
- Which distractors were most convincing?
- Why were the correct answers correct?
- How do these concepts relate to clinical practice?

The discussion following the game is often where the greatest learning occurs.

Teaching Ideas

This activity is suitable for:

- Revision sessions
- Interactive lectures
- Team-Based Learning (TBL)

- Problem-Based Learning (PBL)
- Clinical skills teaching
- Formative assessment
- Exam preparation
- End-of-topic review

🗣️ Debrief Questions

☐ Which distractors were hardest to recognise?

☐ Why were they convincing?

☐ How would these errors affect patient care?

☐ What have you learned that you can apply in practice?

⭐ Educational Benefits

Whac-a-Wrong-Answer combines:

- Active retrieval practice
- Recognition of misconceptions
- Immediate formative feedback
- Collaborative learning
- Clinical reasoning
- Decision-making under time pressure

By reversing the traditional quiz format, students learn to recognise **what is incorrect**, strengthening their understanding and improving confidence in applying knowledge within Health and Life Sciences.