# Search & Destroy Lesson Plan

## Learning Objectives

By the end of this session, participants will be able to:

1. Create a research question using PICO
2. Locate and access full text resources on the library website
3. Identify databases appropriate for their search
4. Name the elements of Evidence Based Practice
5. Craft advanced searched strategies (including using boolean operators, truncation, title tags)
6. Use EBP principles to identify the best quality evidence in search results

## Lesson Preparation

* Obtain enough copies of [Search & Destroy Biomedical Edition](https://www.thegamecrafter.com/games/search-destroy-biomedical) to properly facilitate your classes
* Find out an estimated number of participants (to plan group size and number)
* Make sure that classroom has access to internet and projection for screensharing (for searching)
* Print out Search & Destroy cheat sheets
* Play test round of Search & Destroy with your chosen database
* Make lesson evaluation
* It can be helpful to have a second person to help run the game (e.g., one person prompts learners on their term, and one person runs the searches in the database)

## Lesson Outline

1. 30 min: PowerPoint presentation on searching
2. 10 min: Intro and set up game
3. 30 – 45 min: Search & Destroy game