Send-A-Problem can be used as a way to get groups to discuss and review material, or potential solutions to problems related to content information.

1. Students form groups of three to five students randomly or arranged by the teacher.

2. The teacher assigns the information, concepts, skills, or topics the teams are to create “Teacher Like Questions” for. Each student is responsible for creating at least one question that may be used on the actual test. This is an incentive the teacher may use to encourage the students to create questions of high quality.

3. The students puts a “Q” on the side of an index card where a test Question will go, and an “A” on the side of the card for the Answer.

4. Every student creates a Question/Answer and writes it down on their card. (No T/F or Yes/No type “Q’s”). The Answer must be able to be verified in the text or class notes. The student reads their Question/Answer for final approval by their group.

5. If the group doesn’t agree the Question and/or Answer is suitable, the Question and/or Answer is revised until agreed upon by the group.

6. Each group sends its set of cards to another group.

7. One student holding the entire set of cards reads the Question on the top of the stack of cards to their group. The others in the group work together to generate an Answer they all agree on. Then they turn the card over to see if their Answer agrees with the first group’s Answer.
   
   If they AGREE: the entire set of cards is handed to another student in the group who proceeds to ask the next Question.
   
   If they DISAGREE: they may accept that their Answer is wrong or, if they think they are correct, they may write their Answer on the card and proceed to the next card.

8. When all the cards have been answered each group sends its set of cards on to another group.

9. Every group repeats Step 5 including examining the “Alternative” Answers.

10. The set of cards can be sent to a third, fourth, or fifth group, if desired.

11. Each set of cards eventually is sent back to the originating groups. The original groups can then discuss and clarify any Questions/Answers for the class.

Variation: TRADE-A-Problem asks each team to create one essay-type problem that may require analysis; synthesis and evaluation skills to answer. Each problem may also be used on the actual test.

   The problem is written on a piece of paper and attached to the outside of a folder. The solution is enclosed inside the folder.

   The folder is then passed to the next group. Each group brainstorms for 3-5 minutes on the problem and writes their solution. They place their solution inside the folder after they compare their solution to the solution the initial group created and the possible additional solutions from other groups. At the end the initial group might review all the solutions posed by the other groups and develop a prioritized list of possible solutions. This list is then presented to the class for discussion and analysis.