

**Project FOCUS
Best Lessons
THIRD GRADE**

Title of Lesson: Science Jeopardy

Theme:

Unit Number: **Unit Title:**

Performance Standard(s) Covered (enter code):

Note: This is a general lesson format that may be used as a review for any unit.

Enduring Standards (objectives of activity):

Habits of Mind

- Asks questions
- Uses numbers to quantify
- Works in a group
- Uses tools to measure and view
- Looks at how parts of things are needed
- Describes and compares using physical attributes
- Observes using senses
- Draws and describes observations

Content (key terms and topics covered):

This is a general lesson format that may be used with any unit. In preparing your jeopardy game board, it would be an excellent idea to consult the following resources:

- Georgia Performance Standards relevant to the unit
- Pre-tests, practice tests, and study guides provided for Georgia's standardized tests
- Bold terms and key points in the text book
- Experiments you already conducted during the unit

Learning Activity (Description in Steps)

Abstract (limit 100 characters): A basic format for a jeopardy game to be used when reviewing students.

Details:

Preparation

First, cut out 6x6 squares of construction paper, one for each review subject. Next, glue the squares onto a poster board at the sides and bottom, leaving the top unglued in order to make a pocket large enough to fit notecards. Allow the glue to dry overnight.

The next day, write "Science Jeopardy" at the top of your board and label each subject for review on the construction paper pockets.

Then, create questions for each subject (help with creating questions is listed under Content, above). Label the questions for each category in order of difficulty. Put each group of cards in the corresponding pocket of the poster board.

Procedure

Divide the class into teams. Next, decide which team will go first (drawing out of a hat, based on the teacher's preference, or as a reward to the most well-behaved team). Whoever's turn it is picks a category as well as how many difficulty points they would like to try for. If one group gets the answer wrong, the other group(s) get an attempt to answer the same question.

Materials Needed (Type and Quantity):

- Related questions, arranged by category and difficulty level
- Posterboard
- Construction paper - 1 per category
- Markers
- Notecards - 1 per question
- Optional: bells, kazoos, noise-makers, or other "buzzers" - 1 per team

Notes and Tips (suggested changes, alternative methods, cautions):

- Optional: A PowerPoint or SmartBoard presentation may be a better idea for your classroom. You can search online and find several easy-to-use templates. One sample is attached below.
- Tip: This game and its rules are highly adaptable. You can have as many groups as you want, or you can have the students play individually. In the name of fairness, you could have a set order to picking and answering questions, regardless of correct answers. Whatever you decide, make it the rule ahead of time and stick to it!
- Tip: You can have as many categories and questions as your time period will allow. It is better to have too many than not enough.

Sources/References:

1) Physical Science and Heat Jeopardy, Sample Powerpoint Template:

https://docs.google.com/viewer?a=v&pid=gmail&attid=0.1&thid=127fd2d4b051cbf2&mt=application/vnd.ms-powerpoint&url=https://mail.google.com/mail/?ui%3D2%26ik%3D622970284a%26view%3Datt%26th%3D127fd2d4b051cbf2%26attid%3D0.1%26disp%3Dattd%26realattid%3Df_g80d4tz90%26zw&sig=AHIEtbTCiD56J3760ZruHPCgR1vPqM-SVw

2) Originally submitted by Andrea Butler, edited by Jessica Valle (2010)

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