

Core Knowledge Digital Engagements, Science

Grade 1, Physical Science, Engagement 3

For the Teacher

Overview of Grade 1, Physical Science, Engagement 3

Racing the clock in this teacher-facilitated, whole-class game, students take turns answering questions to earn points for their teams.

What You Need

- The means to project this interactive for whole-class viewing
- Thirty sheets of white paper or four small marker boards
- Four bold markers (dry-erase if using marker boards)
- Grade 1 Core Knowledge Science Student Readers, *Simple Machines*
(Students should be allowed to use the book to seek answers. Looking up information on demand is a valuable skill to practice!)

Advance Preparation

- Before you begin, divide the class into four teams. (For added fun, allow students time to choose a team name and mascot and make a small team identification poster.)
- Students represent their teams by playing one at a time. Use reverse alphabetical order of the first letter of students' first names to determine the order in which students will play to represent their teams.
- Prepare four designated answer stations where the players will write their responses. The stations should be far enough apart so that players' opponents cannot see what the players are writing.

How to Facilitate

- Beginning with the screen following this one, project the engagement in the largest format possible for whole-class viewing.
- Go over the rules with students before beginning. Emphasize the importance of not shouting out answers.
- Use the **Let's Play!** button to advance to the game board.
- Have Player 1 from each team move to their designated answer station for Round 1.

- Select a number to reveal a question and start the countdown timer. Numbers can be selected in any order. You may choose to involve students in the question selection.
- Players must write their responses and have them ready to display by the end of the timer music. They can use the Student Reader to find the answer.
- Use the **Check** button to reveal the correct response.
- For each correct response, add a point to that player's team score counter.
- Return to the game board, and continue to the next round for the next group of players.
- Continue until all students have had at least one turn and all questions are answered.
- If the score is tied, use the tiebreaker strategy at the end of the game.