

# Core Knowledge Digital Engagements, Science

## Grade 3 Life Science, Engagement 1

### For the Teacher

#### Overview of Grade 3 Life Science, Engagement 1

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 3 Core Knowledge Science Student Readers, *Habitats and Change* (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.