

Core Knowledge Digital Engagements, Science

Grade 3 Life Science, Engagement 2

For the Teacher

Overview of Grade 3 Life Science, Engagement 2

In this teacher-facilitated, whole-class game, students take turns answering questions to earn a box. As questions are answered correctly, the boxes will be stacked onto each other, one at a time. They will create a rescue structure for a cat, Harold, who has climbed too far up a tree and needs their help.

What You Need

- The means to project this interactive for whole-class viewing
- 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

Plan a way to keep track of which students have already answered and which students are still eligible for a turn. Collectively, the screens include thirty cards with questions of activities, so each student in class should get at least one turns.

How to Facilitate

- Beginning with the screen following this one, project the engagement in the largest format possible for whole-class viewing.
- Go over expectations with students before beginning.
- Audio of the text will activate once the engagement has started. Or you may choose to do the reading aloud for students.
- Ask for student volunteers to answer a question. Drawing a card reveals a question.
- Show and read all answer choices (if any) before students provide an answer.
- Students must have an answer ready by the end of the timer countdown. If they are ready early, click the timer to stop the countdown.
- You can allow students to make multiple attempts for incorrect answers. Use the **Reveal** button to see if responses are correct.
- Each question that is answered correctly will help build a structure that can rescue the cat, Harold.