

CoreKnowledge Digital Engagements, Science Literacy

Grade 4, Engagement 3

For the Teacher

Overview of Grade 4, Engagement 3

A series of interactive screens provides students with opportunities to answer questions to reveal clue cards that help solve a mystery story.

What You Need

- The means to project this interactive for whole-class viewing
- Grade 4 Core Knowledge Science Literacy Student Readers, *Making Sense of Science* (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-two questions, so each student in the class should get at least one turn.

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.
- In the first and second slide sequences, the class will listen to a narration that sets the scene.
- Appoint a volunteer to answer each question as you navigate through the slides. Use the **Check** button to see if the answers are correct.
- After all the questions are correctly answered, choose **Next** to continue to the next screen.
- A clue card will appear on the screen to provide evidence about the mystery. Choose **Next** to revisit the list of suspects. They will be eliminated one by one.
- After completing all the question screens, you'll be left with one suspect remaining . . . the culprit!