

Core Knowledge Digital Engagements, Science

Grade K, Physical Science, Engagement 1

For the Teacher

Overview of Grade K Physical Science, Engagement 1

A series of flip-card memory matching rounds challenges students to find matches that pair terms and concepts learned in the chapters.

What You Need

- The means to project this interactive for whole-class viewing
- Grade K Core Knowledge Science Student Readers, *Pushes and Pulls*
(Students should be allowed to use the book to seek answers. Looking up information on demand is a valuable skill to practice!)

Advance Preparation

Assign students into groups of three, and decide the order in which you'll have the groups play. Collectively, the screens include enough for each student in the class to 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.
- There are eight cards displayed per screen. This allows each of the three students in a group to match a pair. The leftover card pair is the final match without student input.
- Within each three-student group, have students take turns in reverse alphabetical order as they try to match the pairs on a given screen.
- The first student identifies two cards to reveal.
 - If the cards go together, the student's successful turn concludes, and the student sits out the rest of the round.
 - If the cards do not go together, turn the cards back over. It then becomes the next student's turn, but the student who guessed incorrectly remains in the rotation to get another turn and try again.
- If you have more cards than students, after all students have had a turn to find a card match, allow volunteers to have a second turn. Or complete the remaining matches as a group.