

Core Knowledge Digital Engagements, Science

Grade K, Physical Science, Engagement 2

For the Teacher

Overview of Grade K, Physical Science, Engagement 2

Students play in teams, answering questions to advance their marker along a game board. The first team to the end—or the team farthest along the path when all questions have been answered—wins the game.

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

- Preassign students to four teams before you begin.
- Label four small squares of paper each with one of the colors red, green, blue, orange.
- Fold the papers. Have each team draw a paper to discover their randomly assigned team color and the order of play.
- Allow students to huddle to name their team. Their mascots are as follows: red = ladybug; green = mantis; blue = beetle; orange = spider.
- **Download and print these instructions.** You will need the **answer key** at the end of the document.

How to Facilitate

- Beginning with the screen following this one, project the engagement in the largest format possible for whole-class viewing.
- The overall goal is for teams to move their mascot from the Start space to the Finish space on the game board.
- Go over the rules with students before beginning.
 - Explain that students will play one at a time to represent their teams.
 - Have students take their turns in alphabetical order within their teams (by first name).
 - Emphasize the importance of not shouting out answers when it isn't their turn.

- Note which team is up, as indicated by the mascot that appears on the card deck. Have the active player stand while all other players remain seated.
- Select the card to reveal a question. After the question audio concludes, the timer will begin to count down 20 seconds.
- The player must answer at or before the end of the timer countdown.
- If they are ready early, click the timer to stop the countdown.
 - Before selecting **Reveal Answer**, first check the player's answer using the **answer key** at the end of these instructions.
 - If the player's answer is incorrect, their turn is over without a chance to spin the wheel for how many spaces to move the mascot. Select **Play On**, and move on to the next team. The unanswered question will return to the deck.
 - If the player's answer is correct, select the **Reveal Answer** button to show the correct response. Then select **Spin the Wheel**.
 - Spin the wheel. The result determines how many spaces to move the team's mascot. Drag the mascot, and drop it in the correct space on the gameboard. Be sure to observe the "Go forward" and "Go back" instructions as posted on the game board.
- Carry on with all students representing their teams in succession until a team has reached the Finish space or all the cards in the deck have been played through.

(See next page for **answer key**.)

Answer Key

1. B. push
2. C. gravity
3. A. around
4. A. pull
5. C. still
6. D. push
7. C. water
8. B. wind
9. B. pull
10. C. hard
11. A. push
12. B. down
13. C. change
14. A. start
15. D. bump
16. C. collision
17. C. big
18. B. small
19. D. pull
20. A. backhoe
21. D. rope
22. B. plow
23. C. rake
24. D. drawing
25. C. invisible
26. B. magnetism
27. A. push
28. B. pull
29. B. microphone
30. B. experiments
31. D. laboratory
32. C. motion