

CURIOSITY CARDS GAME SHOW



Time: Approximately 1 hour

- Focus: 5 minutes
- Teach/Model: 10 minutes
- Guided Practice: 25 minutes
- Independent Practice: 10 minutes
- Closure: 10 minutes

Overview

Questions can be extraordinary learning tools with the power to foster curiosity, open minds, and spark great discoveries! The Curiosity Cards serve to foster young children's natural curiosity by posing questions to prompt exploration, reflection, and further questioning.



Instructional Goals:

- The student will engage in a reflective process about their own curiosity
- The student will use the **PebbleGo** online databases to research answers to questions
- The student will work collaboratively on a small group team and as part of a full-class

Materials/Resources:

- **PebbleGo** Curiosity Cards
- **PebbleGo** Database access for students (and projector capability for the teacher)
- **PebbleGo** Curiosity Maps (one for each student)

Directions:

Focus

1. Explain to students that today they will be pretending that they are on a quiz game show (e.g., Jeopardy). The teacher will be the game show host asking questions and the students will work in teams to answer the questions.
2. Explain to students that there will be 6 questions in today's game show, coming from the following **PebbleGo** Modules: Animals, Science, Biographies, Social Studies, Health, and Teacher's Choice (i.e., teacher can choose a question from any category).
3. Each team will get a turn to choose a category. Then, the teacher will read a question card from that category in the **PebbleGo** Curiosity Cards deck. Once the question has been read, students will work with their teams to find the answer on **PebbleGo**.
4. Once a team believes they have found the answer to the question, they will share that answer with the teacher and the class. If the answer is not quite right, students will continue working in their teams until the right answer is discovered.

Teach/Model



5. Before starting the game, choose a sample question to research as a class. Project the **PebbleGo** database and demonstrate how to go about searching for the answer to the question.
6. Discuss rules for working on teams and ensuring that everyone is involved.
7. Divide students up into small groups to begin the game.

Guided Practice

8. Teachers will read and display the question prompts.
9. Teachers will help the groups as needed while they are researching questions. When a group believes they have found the answer to a question, invite them up to project their screen and share their findings with the class, as well as their research process.
10. Repeat until every group has had a chance to choose a question category. (Note: Teachers can choose as many or as few questions/categories for their game, based on time, attention, and class goals).

Independent Practice

11. Either individually, in their team groups, or as a class, have students complete Curiosity Maps. Ask students to focus on one category they explored today (e.g., Animals) to help them complete their map.
12. Monitor student work for comprehension. Example answers below. (Answers may also be pictures or drawings, instead of written text.)

What did I already know?	What did I discover?	What am I curious about next?
<ul style="list-style-type: none">Sharks are animals	<ul style="list-style-type: none">Whale sharks have white lines and spots	<ul style="list-style-type: none">What do sharks eat?

Closure

13. Have students share what was challenging and what was fun from the game today.
14. Have students share their Curiosity Maps and what they are curious about next. Remind students that sometimes once you answer one question, many more questions pop into your head – that's what it means to be curious!

Extend/Enrich

- Provide students with access to **PebbleGo** (individually, in pairs, or as a class) so that they can research answers to the new questions they posed on their Curiosity Maps.
- Replicate this lesson using different cards from the Curiosity Cards deck.
- Have each student create their own Curiosity Card. Then, replay this game using the cards created by the students! Students can be the game show host when it is time to read their question.



Curiosity Map



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Name: _____

What did I already know?

What did I discover?

What am I curious about next?



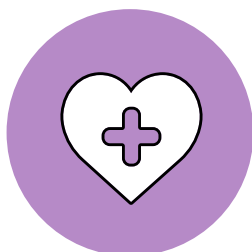
Create a Curiosity Card



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Name: _____

1. Choose a Module:



2. Design your card!