MARTY “MOOSTACHE” JEOPARDY GAME

OBJECTIVE
Develop a “jeopardy-style” game board targeting Lesson #4 of the existing Marty Moose curriculum for 3rd graders that could be used in conjunction with Language Arts instruction. Teachers would be able to educate their classes about question vs. answer sentence structure, plus extend the impact of the nutrition lesson with a “team” game approach that is both fun and challenging.

SUPPLIES
* Question Quest Game Board
* Display Pieces
* Question Cards
* Answer Sheet

DIRECTIONS
1. Presentation time: 35-45 minutes.
2. Divide the students into 4 teams; having each team sit down in a specific location within the classroom.
3. Explain that answers to the game have to be given in “QUESTION FORM”. (Language Arts)
4. The teacher can select the order of what team goes first by picking the team with the “BEST BEHAVIOR”. (Social Skills)
5. Give students 30 seconds to pick a category/value and discuss as a team before giving answer. Allow one guess. After group discussion, team leader gives the answer. Take turns allowing each team member to be a leader. (Leadership Skills)
6. If team gives wrong answer, the same question goes to the next team.
7. Teams add up their own points. Or have teacher write the point counts down on the chalkboard and have the class add them up together. (Math)

PROBLEM AREAS
1. Game board is small.
2. Moo’ve It $300 question: change “activity” to “exercise” due to kids having word association difficulties.
3. Say Cheese $300 question: change “mineral” to “nutrient” because the word mineral is not used in Marty Moose Milk lesson.
4. Moo’ve It $400 question: leave out word “organisms” as students are unfamiliar with this word.

Original Idea: Renee Goetz
Developer/Adapter: Marilou Vaughn
Layout/Design: Janice Schmidlin