

12 POINTS**LESSON PLAN:**

GET IN THE SCRAP! JEOPARDY

(Image: Library of Congress, 2017803376.)

INTRODUCTION

As a popular game of trivia that has found its way into the hearts and homes of many American households, *Jeopardy* never fails to help us realize how much we are capable of learning. This historically and environmentally-themed game of *Jeopardy* will give your students the opportunity to test their knowledge through healthy competition.

MATERIALS

- + *Jeopardy* categories with questions.
Download *Jeopardy* Board (PowerPoint file)
- + One category of *Jeopardy* questions about your state during World War II

OBJECTIVES

Have students put what they have learned so far to the test with this trivia-based game. See how well students can recall facts about recycling and conservation, both during World War II and in the present day.

TIME REQUIREMENT

1 class period

KEY THEMES



**ENERGY
CONSERVATION**



HISTORY



SCRAPPING



TEAMWORK

COMMON CORE STANDARDS

CCSS.ELA-LITERACY.L.4.4.A

Use context (e.g., definitions, examples, or restatements in text) as a clue to the meaning of a word or phrase.

CCSS.ELA-LITERACY.L.6.5

Demonstrate understanding of figurative language, word relationships, and nuances in word meanings.

CCSS.ELA-LITERACY.RH.6-8.2

Determine the central ideas or information of a primary or secondary source; provide an accurate summary of the source distinct from prior knowledge or opinions.

ASSESSMENT

See how well students have retained the information covered through the Get in the Scrap! curriculum up to this point. Determine how well students recall information through the question-and-answer approach to assessment. Through this game-style of play, you can gain a clear view of the extent of student knowledge about the history and present-day status of recycling and conservation efforts.

PROCEDURES

1. Download *Jeopardy* Board (PowerPoint file). Have your student devise five questions and answers about your state during World War II, and input them on to the board (slides 45-54).
2. Divide your class into teams with an even number of students.
 - a. Have one person from each team dedicated to the task of score keeping. Each team will have its own individual score keeper.
3. Display the *Jeopardy* board to the class. You will act as *Jeopardy* host and ask the questions.
 - b. Pick one student from each team to come to the front of the class. Decide who goes first (by rock, paper, scissors, for example) Whoever wins gets to select the category and point value.
 - c. The student who raises his or her hand first will be called on to answer. The student **MUST** answer in the form of a question, or the opposing team will get to answer.
 - d. If first team answers incorrectly, the second team will have an opportunity to provide correct answer.
 - e. The winner receives the points for the team. Pick a different student from each team to answer the next question, and so on.
4. The overall team who wins the game of *Jeopardy* has the opportunity to choose what Get in the Scrap! activity to do next.