Kimberly Harrison

Assignment 2.1: Curriculum Design

Audience: Grades 4-5 Science

Topic: The Solar System.  I chose this topic because students need to learn about science at an early age.  Science lays the foundation for many aspects of life and it is important to know about the earth and the role it plays in our solar system.  Although students should have already been exposed to the planets, but in the 4th and 5th grades students should be able to retain more detailed information such as how long it takes each planet to revolve around the sun, how many moons or rings each has, and what the planet is made up of.

Content, Skills, Ideas: The game will enable students to learn and recall facts about each planet and other structures in the solar system, as well as how they interact with each other.

Facilitation of learning: A teacher will facilitate the game in a science classroom.  The game will be used as an in-class review session for students after formal instruction has taken place.  It can be played in teams or individually.  Using the game in class will allow students to build teamwork, recall information, and solve problems in a fun and relaxed setting.

Explanation of game: The idea of the game is for you (or your team) to prepare a spacecraft for a mission to Saturn.  The game will start with a 1st round set up similar to that of Jeopardy.  There will be categories and each clue listed under the category is assigned a monetary value.  For example, the category is Saturn and the clue is worth $300.00.  Each team/player is presented a clue and they provide an answer in the form of a question.  With each correct response they accumulate money to use towards accomplishing a task like such as fueling the spacecraft.  If they are incorrect another team has the opportunity to answer.  The second round is just like Double Jeopardy with clues worth money to use towards another task that allows them to move closer to their mission to Saturn.