

# UW-Platteville SoE Lesson Planning Template

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**Name:** Bryanna Walz  
**Lesson Title:** Jeopardy Review  
**Grade level(s)/Course:** Third Grade/ Science  
**Date taught:** November 21, 2013

## INFORMATION ABOUT STUDENTS AND THEIR LEARNING NEEDS

**Total students** 17      **Males** 10      **Females** 7

## INFORMATION ABOUT THE LESSON

### Content Strand

Science

- Inheritance and Variation of Traits: Life Cycles and Traits

### Enduring Understanding and/or Essential Question

- How do animals grow and change?
- What is the life cycle for insects, butterflies, mammals, and frogs?

### GLE(s) or EOC and Symbolic Notation

- 3-LS1-1 Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.
- 3-LS3-2 Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms.
- 3-LS3-2 Use evidence to support the explanation that traits can be influenced by the environment.
- 3-LS4-2 Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.

### Outcome(s)

- The students will be able to actively participate in the whole class jeopardy game.
- The students will be able to answer the questions based on their knowledge of the chapter.
- The students will be able to quietly wait their turn while someone else is answering the question.

### Academic Language related to the lesson

- Embryo, larva, pupa, nymph, amphibian, gills, tadpole, mammal, instinct

### Prior Learning/Prior Thinking

- The students have finished reading the entire Chapter 'How Animals Grow and Change' and this is a review game that will prepare them for the assessment check they will be taking tomorrow.

## LESSON IMPLEMENTATION

### Anticipatory Set/Elicit Prior Knowledge

- Remind all of the students the rules of playing jeopardy:  
As long as each student participates they will be given a fun prize at the end of the game.  
Only the teacher gets to say the question out loud.  
One student from each team will come up to answer a question at a time.  
Take turns to allow each team choose what lesson they want a question from and for how many points.  
If the student knows the answer to the question he/she must push the buzzer in order to answer.  
The first student to push the buzzer gets to answer the question first.  
After the student answers the question move the box on the bottom to reveal the answer.  
The team that answers the question correctly will get the points.  
After each question one new student from each team will come up to the buzzer to answer a question.

### Focus/Purpose Statement

- The students will review for their assessment check on Chapter 2 'How Animals Grow and Change'.

### Procedures

- Begin by dividing the students into two different teams and having them move to the corresponding sides of the room and find a desk to sit at. Once the students found a new spot to sit tell them the order that they will be coming up to the buzzer to answer a question so that everyone is able to have a turn.
- Have the first student from each team come up to the buzzer. Let the student from team 1 chose the category and for how many points they want the question to be worth. Ask the question and remind the students that they need to push the buzzer when they are ready to answer the question. After a student answers the question reveal the answer by sliding the box at the bottom. Click the back to Jeopardy Board button on the bottom right after revealing the answer. If the student answered the question correctly that team will get the points, if not then neither team will get the points. Add the correct number of points to the team that answered the question correctly by sliding the number into the correct spot on their score board. Then slide a purple block over the question that the students just answered so that no one else chooses that question to answer.
- Continue until all of the questions have been asked on the jeopardy board.

### Differentiation

- When pairing the students up for whom gets to come to the buzzer have those students that are at the same level paired up so that they all have a chance to answer the questions. Have the teams figured out before the students come in from recess so that they are even.

### Closure

- As long as all of the students participated in the jeopardy game they will each get a small prize.
- Remind the students that they will be taking a short quiz on Chapter 2 'How Animals Grow and Change' tomorrow. Have all of the students write in their assignment notebook their homework for the day and especially quiz tomorrow for science. Then have the students do their jobs like taking care of the garbage, sweeping the floor, sharpening pencils, and cleaning out their desk if needed.

### Materials and Resources

- Smart board
- Jeopardy Game
- Answer buzzers