

Earth Quest

Instructions for Educators:

1. Print off the game board (4 sheets of 8.5 X 11 in for each board). The board can be printed in color or black and white. Cardstock is recommended. Students play in teams of 2 - 3 students, with no more than 3 - 4 teams per board. Therefore, you may need to print more than one game board. You will need to tape together the 4 sheets to form the game board. Optional – trim the matching sides so the green edges line up.
2. The question cards are available in different grade levels and for different categories of environmental literacy (e.g. air, water, etc.). For each game board being used you will need to print off 4 categories of question cards appropriate for your students' grade level and curriculum. Cardstock is recommended. You can also print off the category sheet to copy onto the backside of each card. You will need to cut these sheets of paper with the questions on them to make the cards. Finally, you will need to decide which symbol on the game board will represent each category of environmental literacy (e.g. "air pollution" might be the star symbol). If you use the category sheets for the backside of the cards, just stack them on the chosen symbol. If you leave the backs of the cards blank you will need to put something on the backs of the cards to keep them in the right category.
3. Print off the "Instructions for Players." You will need one copy per game board.
4. You will need to purchase one die per game board used.

NOTES:

This board game is designed to be flexible to your teaching strategy and curricula. It also offers students opportunities to work as a team and to develop critical thinking skills. We offer some game variations:

- a. One large game board taped to a wall (or projected) so that all teams can participate on one board. This may allow for larger teams and for you to help the game run more smoothly. The decks of cards would then be placed on a table/desk top.
- b. Before starting the game you might ask students if they want to vote to change any of the game's rules (e.g. more points awarded to correct guesses, penalizing incorrect guesses, using harder questions). During the game they might also vote on changing any rules.
- c. You might print off or select different sets/categories of cards each time you play or create cards with questions unique to your curriculum. You might have students write question cards based on what they have learned.
- d. You might allow students to study the game cards (with the answers) before they begin the game. The students might be responsible for drawing the symbols onto the backs of the cards.