

# Know Your Bluff Stuff

## Concepts:

1. Good sportsmanship and respect for others are necessary for friendly competition.
2. A group of people can remember more knowledge than an individual.
3. Reviewing helps to process an experience and retain information.

## Outline:

### **I. Preparation Before Class (10 min.)**

### **II. Introduction (5 min.)**

- A. Greeting, Grabbing, and Purpose
- B. Names and Introductions
- C. Class Description
- D. Behavior Guidelines
- E. Task Analysis/Learner Assessment

### **III. Competition in Groups (5 min.)**

### **IV. The Equipment (5 min.)**

- A. Puzzles
- B. Chalkboards
- C. Timers
- D. Question Pages

### **V. The Rules (5 min.)**

- A. Questions
- B. Physical Challenges
- C. Final Question
- D. Tips

### **VI. Round One (15 min.)**

### **VII. Physical Challenge 500 Points (10 min.)**

### **VIII. Round Two (15 min.)**

### **IX. Physical Challenge 1000 Points (10 min.)**

### **X. Round Three (15 min.)**

### **XI. Final Question (5 min.)**

**XII. Conclusion and the Ultimate Grand Prize (5 min.)**

**XIII. Clean Up**

**XIV. Appendix**

- A. Equipment
- B. Glossary
- C. Class and Safety Management
- D. References/Resources
- E. Final Question Page
- F. Sample Chalkboard Diagram

# Know Your Bluff Stuff

## I. Preparation Before Class

Your Liaison should have set up the classroom chalkboard for you. If not, there is a sample chalkboard diagram in this lesson plan. Place one table in the front of the classroom, off to the side of the chalkboard, for the podium, timer, question pages, etc. Remove the question pages from the binder for the classes that your group has already taken, as well as, the “EB Potpourri” question page and the “Final Question” page.

Review the game instructions including the directions for the physical challenges and the final question.

You may want to dress the part of a game show host. If this appeals to you locate the “Skit Closet.” The closet is labeled “Coat Closet,” and is located between room 20 (the auditorium) and the main entrance on the top floor of the Discovery Center (the DC). You may borrow any items you wish; sport coat, dress shirt, tie, etc... Please return all items as you found them and where you found them.

## II. Introduction

**A. Greeting Grabbing and Purpose.** Greet your group with your best game show host voice and costume. You may even want to take on a host name like Alex Trebek, Bob Barker, or Guy Smiley. Explain that they are all going to be contestants on the greatest game show ever, “Know Your Bluff Stuff!” Randomly hand out one puzzle piece to each student. The teams will be determined by which puzzle the student’s piece belongs to (one of five puzzles). The students who complete their first puzzle first will be the team that chooses the first question’s category and point value. After answering any questions the students may begin putting their puzzles together.

While the students are racing to be the first team with a completed puzzle, watch for any behaviors that you will want to bring up when you discuss competition and respect.

After the puzzles have been completed and the teams have been formed instruct the students to arrange their chairs in a way that allows teammates to converse easily while still being able to see the front chalkboard.

**B. Names and Introductions.** Introduce yourself and become familiar with each student. Use a method that suits your style. Explain that you will be teaching the group, and the other adult chaperones will be assisting you. It may be helpful to appoint another adult as the timekeeper and score keeper.

Each team will need a team name. Give the groups one minute to agree on an appropriate, Eagle Bluff related team name. After one minute write the team names on the front chalkboard.

**C. Class Description.** During class the teams will compete in a television game show style activity. The game's questions will test the students' memories of what they have learned over the past couple of days here at Eagle Bluff. There will also be two physical challenges that will be discussed later. At the end there will be a final question and the team with the most points will receive the ultimate grand prize. Sorry, the ultimate grand prize will remain a secret until the end of class.

**D. Behavior Guidelines.** Discuss clearly and specifically which behaviors you expect from your students during the class. Explain the need for respect: for you, for each other, ideas, for Eagle Bluff itself, and the equipment.

**E. Task Analysis/Learner Assessment.** Do the teammates appear to be getting along? Ask the students what are some different ways that people respond to competition. Answers may include: apathy, extreme competitiveness, being over emotional, an intense dedication to fairness, and cheating. Discuss which behaviors are acceptable and which are not.

### **III. Competition in Groups**

The first activity should give you an idea as to what kind of different attitudes and responses students have towards competition. Ask the students what it means to be a good sport. Answers may include: cheering on others, not cheating, being fair, not being a sore loser, and not bragging. In tonight's game we will be expecting everyone to practice good sportsmanship in order to maximize fun for all. In order to be a good sport one must be familiar with the game's equipment and rules.

*Assessment:* Good sportsmanship and respect for others are necessary for friendly competition.

- What is good sportsmanship?
- How can we be good sports during this class?
- Do any of you get practice being a good sport at home, school, or after school?

### **IV. The Equipment**

**A. Puzzles.** Please return all puzzle pieces to their brown envelope.

**B. Chalkboards.** Each team will get a group chalkboard, chalk, and an eraser. Remind students the need to respect the equipment. The game board is written on the classroom's chalkboard; after a question has been selected its point value will be erased. Students will then write their answer on their own chalkboards.

**C. Timers.** There are two timers. There is a minute timer to keep track of the fifteen minute question rounds, and there is digital timer for the twenty seconds the team's get to answer a question.

**D. Question Pages.** Every class at Eagle Bluff has a question page in the binder. The pages have questions that should have been covered during your class. If a question is read and everyone is certain that the answer was not covered in class, then no one will receive or lose points for that particular question.

## **V. The Rules**

**A. Questions.** The questions cover information that is usually covered in that particular class. The greater the point value, the more difficult the question. The team that puts the puzzle together the fastest chooses the first question's category and point value. From then on, the team that answers the last correct question chooses the next question's category and point value. After a physical challenge, the team with the least number of points chooses the class and point value.

After a category and point value have been selected the adult leading the activity will read the corresponding question from the class question page. Teams will have twenty seconds to write down their answers. All teams must participate and answer every question. After twenty seconds the teams must set their chalk down and show their answer the lead adult. All correct answers receive the points; incorrect answers will lose the number of points that the question was worth. If a team's answer is incomplete (they ran out of time for example) the adult leading the activity will decide if there is enough of the correct answer to award points or if there is not enough written down and points need to be subtracted.

**B. Physical Challenges.** After rounds one and two are completed (either the questions have been read or the allotted fifteen minutes are up) there will be a physical challenge. All teams must participate. The team that wins gets the points, but the other teams do not lose any points.

**C. Final Question.** When finished with the third round (either all the questions have been read or the time is up) it is time to announce the category for the final question. Teams will then write down their wager and their team name on a piece of paper to turn in. Then the question will be read. Teams will gain or lose the amount of points they wagered.

## **VI. Round One.**

The team that assembled the puzzle the fastest chooses the first question's category and point value. After the question is read from the corresponding question page the teams will have 20 seconds to write down their answer. After 20 seconds have the students put their chalk down and show their answers. When deciding whether to give points for an answer keep the following in mind: Be consistent, be fair, and be realistic. If a team's answer captures the basic idea of the given answer then points should be awarded. Writing "backbone" instead of "vertebrae", for example, would be an acceptable answer. Spelling and handwriting should not be taken into consideration, but the answer must be legible. If the entire class agrees (including you) that the question read was not covered

by the instructor during that class, then skip that question and no points will be given or taken away.

## **VII. Physical Challenge 500 points.**

After round one is completed (either all the questions have been read or time has run out) it will be time for the first physical challenge. All groups must participate but only one group will get the 500 points. The groups must line up alphabetically by middle name as fast as they can without making any noise. No talking or whispering. The group that completes the challenge correctly the fastest will win the 500 points. If the first team has anyone out of order the next fastest team will get checked. If none of the teams lined up correctly, then no team will get the points. Correct line placement includes all the letters in the person's middle name, James then Jamie for example.

## **VIII. Round Two.**

The team with the least points going into round two will choose the first question's category and point value. Round two will run identical to round one except the questions should be getting more difficult.

*Assessment:* A group of people can retain more knowledge than an individual.

- Are the teams working well together?
- Does any one feel that they would do better by themselves, or are four minds better than one?
- Are the students able to remember the information from their classes?

## **IX. Physical Challenge 1000 points.**

After round two is completed (either all the questions have been read or time has run out) it will be time for the second physical challenge. All groups must participate but only one group will get the 1000 points. The teams will assemble at the back of the room with their piece of chalk next to them on the floor. They must transport their piece of chalk to the top of the front table as fast as possible. Each group member must be touching the piece of chalk the entire time, but no one may touch the chalk with any part of his or her hands. The group that gets their chalk (unbroken) on top of the front table the fastest will get 1000 points.

## **X. Round Three.**

The team with the least points going into round three will choose the first question's category and point value. The questions will continue to increase in difficulty.

## **XI. Final Question.**

After round three is completed (either all the questions have been read or time has run out) it will be time for the final question. Pass out a piece of paper and a pen to each

team. Instruct the teams to write their team name on the paper. Announce that the final question will be from the “Dining Hall” category. Instruct the students to write down their team name and the points that they would like to wager on a question from this category. They can only wager up to the amount of points they have or less. Collect each team’s wager. Read the question from the question page and give the teams 20 seconds to write down their answer on their chalkboards. After the time is up and their chalk has been set down have the team with the least points show and read their chalkboard. If the answer is correct, the points they wagered is added to their score. If their answer is incorrect, then the points they wagered will be subtracted from their score. Proceed on to the other teams. The team with the most points at the end of the game wins the Ultimate Grand Prize.

## **XII. Conclusion and the Ultimate Grand Prize.**

Now that the game is over and all the questions and physical challenges are complete it is time to present the Ultimate Grand Prize. Explain that the Ultimate Grand Prize is so fabulous that it should be shared with everyone. The Ultimate Grand Prize is: **The knowledge that they now have a better chance of remembering all the wonderful lessons they have learned while at Eagle Bluff Environmental Learning Center.**

*Assessment:* Reviewing helps to process an experience and retain information.

- Make the most of what you have learned and experienced here at Eagle Bluff.
- What are some other ways to remember your stay at Eagle Bluff (journals, photos, souvenirs)?
- Was anyone surprised at how much they remembered from class?

## **XIII. Clean Up.**

Return all question pages to the Question Pages binder. Erase and rinse the classroom chalkboard and the team chalkboards. Return all class props to the gray tub. Stack chairs five high and up against a wall. Leave the gray tub in your classroom so that your liaison can put it away. Inform your liaison if anything is missing or in need of repair.

## **XIV. Appendix.**

### **A. Equipment.**

- Front chalkboard (in room)
- Team chalkboards (5)
- Chalk (1 box)
- Team erasers (5)
- Minute timer (1)
- Digital timer (1)
- Question Pages Binder (1)
- Puzzle Pieces (20) in folder (1)
- Lesson Plan

## B. Glossary.

**Competition:** A contest where participants strive to outdo each other.

**Sportsmanship:** The act of showing fairness and grace in winning and defeat.

**Retain:** 1. To keep possession of. 2. To continue to use, practice, or hold. 3. To keep in mind.

**C. Class and Safety Management.** This is an indoor activity due to the use of the classroom chalkboard. Periodically remind the students to use their indoor voices. Also, if they discuss answers too loudly, the other teams may hear them. Feel free to take away points from a team if they are disruptive, break rules, cheat, etc... Competition can be fun, but it can also get out of hand. Consistently reinforce the four respects, positive attitudes, and good sportsmanship. If helpful tell the teams that they will all receive the Ultimate Grand Prize and the end of the activity.

## D. References/Resources.

Eagle Bluff Lesson Plan. 2004.

“Jeopardy™.” 2004.

## E. Final Question Page.

# Final Question

Announce the category: **The Dining Hall**

Pass out pieces of paper and pens to each team. Give the teams 20 seconds to write their team names and their wagers on a piece of paper, and then collect papers. Make sure that the teams only wager the amount of points they currently have or less (not more).

After the wagers have been collected read their final question.

“What is the food waste motto?”

Give the teams 20 seconds to write their answers. After 20 seconds instruct the teams to set down their chalk and place their chalkboards face down. Starting with the team with the least number of points instruct them to hold up their chalkboard and read their answer. **Answer: Take only what you can eat and eat what you take.** Then read their wager from the piece of paper they turned in. If correct add their wager to their score, if incorrect, subtract it from their score. Do the same with the other groups. The group with the most points wins the Ultimate Grand Prize. Remind students about good sportsmanship and respect for others. No boastful winners and please no whining.

## F. Sample Chalkboard Diagram

(Sample chalkboard diagram for the front of the classroom)

## Know Your Bluff Stuff!

	1st Class Name	2nd Class Name	3rd Class Name	EB Potpourri
	100	100	100	100
<u>Round 1</u>	200	200	200	200
	300	300	300	300
<b>Physical Challenge 500</b>				
	400	400	400	400
<u>Round 2</u>	500	500	500	500
	600	600	600	600
<b>Physical Challenge 1000</b>				
	700	700	700	700
<u>Round 3</u>	800	800	800	800
	900	900	900	900
<b>Final Question</b>	<b>Wager</b>			
<b>Team 1</b>	<b>Team 2</b>	<b>Team 3</b>	<b>Team 4</b>	<b>Team 5</b>
<b>Points</b>	<b>Points</b>	<b>Points</b>	<b>Points</b>	<b>Points</b>