

STRATEGY SCRIPT #3

Strategy: Gaming **Content:** Environmental Science

Title: "The Need To Survive"

Time Required: 30 Minutes **Number of Participants:** 24

Target Audience: 7th and 8th Graders

Goal of Activity: To define survival needs for different types of animals.

Purpose of Script: To demonstrate gaming strategies to illustrate survival-need situations for a group of animals.

Learning Outcome(s), Gagnes Taxonomy: Higher-Order Rules

Learning Outcome(s), HEO Taxonomy: Synthesis

Learner Characteristics: Sixth-Grade reading level and understanding of basic life science concepts.

Entry Skills: Completed seventh grade.

Setting: Classroom.

Media: Game board and overhead.

Process: Students will participate in teams of three. Each team will then portray a specific type of animal that would be found in a wetland setting, with each team member portraying one member of that particular animal. The objective for each team will be for as many of the animals designated for that team to survive. Points will be awarded based on the make-up of each team's animal group at the end.

During the activity, students will be required to locate and acquire basic survival needs such as food, water, and shelter. The instructor will introduce factors such as climatic conditions, environmental elements, and hazards that will affect the ability to acquire these resources.

Play will take place on a game board that is divided into a grid. Resources will then be arbitrarily placed on the board. Dice will be used to set conditions and for player movement.

Strategy Assessment: Criteria Checklist

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References: West, C.K., Farmer, J. A., and Wolff, P.M., *Instructional Design: Implications From Cognitive Science*, University of Illinois at Urbana-Champaign.

