

Martian History Quiz Show

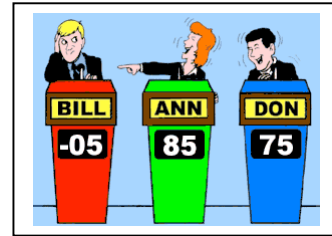


Teachers Information:

For this activity, the students will review the article, formulate and write questions and participate in a quiz show game.

Materials:

- copies of the article "The Earthlings Are Coming!"
- pencils



Procedure:

- Divide students into 3-4 groups.
- Distribute the activity sheet.
- Before setting the students loose and onto the question writing, have them generate one or two examples for the class. Emphasize that the questions and answers must be found in the written article. You will rule as unfair any question requiring different sources or a question that is not content-based.
- Monitor students as they write questions. The first time you play this game, it takes about 25 minutes to write the questions. The students will get more efficient with practice.
- A brief discussion of strategy might be needed; if everyone has the same questions, the game will not be competitive and it may progress too quickly.
- After questions are ready, locate the youngest student in the room and begin with his/her team.
- The opening team will pose a question. (tune in to see if the question is fair; if not, disqualify it)
- If a student from another team can answer the question, they must stand.
- Call on the first person to stand to answer the question. If the answer is correct, that student's team receives a point. If the answer is incorrect, the student sits and the question is posed again, but this time it is worth two points.
- Play continues this way with point value increasing up to three points. If the question cannot be answered in three tries, the question-writer's team should be awarded 5 points.



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***** Congratulations! *****

You have been chosen to be a contestant on a game show about Martian Exploration History. Luckily, you are a well-prepared Mars Master with your story, "The Earthlings Are Coming!"

Student Information:

- Your team will need to design 10 questions based on the story. Your questions should be reasonable questions about what happened in the exploration of Mars. Do not write questions that no one can answer.
- Your team needs to record the answers.
- Submit your questions to your teacher for review.

Playing The Game:

- The team with the youngest Mars Master on board gets to ask the first question.
- The first person on another team to stand will get the first chance to answer the question.
- If the question is answered correctly, the team receives a point; if the question is answered incorrectly, it is asked again, but the point value is upped to 2 points.
- Point values can rise up to 3 points maximum, but 5 points will be awarded to a team of Mars Masters if after three tries their question remains unanswered.
- Record your team's 10 questions on the back of this paper.

Good Luck & Have fun!

