

Fun Facts About Canadian Provinces Activity

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Description:

This activity will introduce students to basic facts about the 13 Canadian provinces. In addition, the students will use written resource materials to look up, evaluate, and record facts. The source document is the "All About Canadian Provinces and Territories" collection in the *All About Series*. The activity is based on a modified version of the popular *Jeopardy* television quiz show. Instead of individuals, teams of students will play this learning game. This activity can be modified to use with groups of 2-12 or more.

Grade Level(s):

Grades 5-8

Subject:

Social Studies/World History/Geography

Duration:

One class period (optionally variable according to teacher/classroom needs)

Goal:

To acquire basic skills in fact harvesting facts from source documents and to learn basic facts that make each Canadian province unique.

Objectives:

The student will:

1. Look up and record information from "All About Canadian Provinces and Territories"
2. Learn and recall basic facts about Canadian provinces and territories
3. Appreciate the diversity of the Canadian landscape

Background Information:

Before this activity students will be familiar with a political map of Canada and will have heard at least once the names of the Canadian provinces and territories.

Materials:

- The "All About Canadian Provinces and Territories" set in the *All About Series* by Barb McDermott and Gail McKeowen, Reidmore Books
- Jeopardy poster board or blackboard diagram (as described)
- Desks or chairs (optional)
- Blackboard, Whiteboard, or other visual recording device
- (Optional) desk maps or wall map of Canada

Procedure:

1. Teams will be selected for the activity. It is suggested that there be three teams of four students each. Other groupings may be done at the teacher/leader's option. The teacher will choose how team members will be selected.

2. The playing area will be set up with the teacher/leader in front of the players. The teacher/leader may choose to be to the left or right of center.
3. A blackboard, whiteboard, butcher paper, or overhead projector should be placed in front of the players for recording of scores. Appropriate writing materials should be available.
4. Desks should be set up so that the teacher/leader is visible to all, and can be easily heard. Desks should be grouped by teams and should have a writing surface.
5. Either a board, butcher paper or overhead projector should be set up Jeopardy style (see diagram). Six topics is the optimum although the teacher/leader may vary this to suit classroom needs. The amounts may either be recorded as points or as dollar amounts as suits teacher/leader's needs. The teacher/leader may also vary the point values for each answer according to classroom needs. The answers may be hidden under the point/dollar amounts or may be held by the teacher/leader.

(Topic)	History	Rivers	Mountains	Etc.	Etc.	Etc.
	\$10	\$10	---	---	---	---
	\$20	\$20	---	---	---	---
	\$50	\$50	---	---	---	---
	\$100	\$100	---	---	---	---
	\$200	\$200	---	---	---	---

6. Pass out, at random, a copy of one of the 13 provincial/territorial booklets from "All About Canadian Provinces and Territories" to each player. Each player should have a pen/pencil and writing material available.
7. Each student /player will be given a set time to go through his/her booklet. They may record any facts from the booklet on their paper. Time with booklet may be varied by the teacher/leader. It is suggested that one-minute be given for the student to record facts.
8. At the end of one minute students will trade booklets. It is expected that, at the end of 13 one-minute study periods, each student will have been able to look through each of the 13 booklets. At the end of the 13 one-minute periods, each student will keep that last booklet she/he has looked through and will be able to use that booklet during the game.
9. The first turn will be determined by a method chosen by the teacher/leader. That person will choose the topic and the amount of dollars or points. The teacher/leader will read the answer for that topic and amount. The first team to raise their hands will get to give a question that is answered by the given statement from the board. The reply must be in the form of a question. Example: *Topic:* Coats of Arms; *Value:* \$100; *Answer:* Contains a husky dog; *Reply:* What is the Yukon (Territory)?
10. A correct question will earn points; an incorrect answer will lose that number of points. If the question is wrong, one of the other teams may choose to give a question. The team giving the correct question will choose the next topic and amount. If no correct answer is given, the original team for that answer will go again.
11. At the end of the game the team totaling the most points wins.
12. The teacher/leader has the option of including a "Daily Double" where the team may risk points with the chance of doubling the risked points. There may also be "Final Jeopardy" where all points may be risked.