

Name That American Symbol

Interactive Quiz Lesson Plan
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Name That American Symbol

is an interactive game that will help teach or reinforce previously taught concepts about the American government.

Subject:

Social Studies

Grades

Second/Third

Objective

Students will correctly identify events, symbols, monuments, and people important to America and its history.

Michigan Social Studies Standards:

Social Studies/Strand III

Content Standard 1

Purposes of Government

All students will identify the purposes of national, state, and local governments in the United States, describe how citizens organize government to accomplish their purposes, and assess their effectiveness.

Technology Foundation Standards for Students

ISTE NETS for students

1. Basic operations and concepts
2. Social, ethical, and human issues
3. Technology productivity tools

Materials:

- If you are using this interactive game as a **whole group**, you will need a computer and a data projector with screen so everyone can see the board and PowerPoint player.
- If you are using this interactive game with a **single person or small group**, you will need a computer and PowerPoint player.

Procedures

When using this game with a whole group split the class into three or four teams.

- Designate one person to be scorekeeper. He or she can use the chalkboard to write down scores as they add up.
- The teacher or another student can run the main screen.
- Team A starts out by choosing a category and a number amount. The teacher pushes that button and reads the question.
- The team then discusses their choice for the answer. When they agree on one answer, the teacher chooses it. If it is correct, they get the points and team B takes their turn.
- If team A gets the answer wrong, then team B gets a change to steal. If they get it correct team B gets the points.
- If they also get the wrong answer, the teacher reveals the correct answer.

- Team C then gets a chance to choose a category and point button.

Procedures

When using this game with a small group or single player they can compete as one against the computer.

Use the same directions as above but students may not want to keep score. They are mainly playing to see if they can answer the questions on the first try.

- Students will run the game without the teacher.
- They will choose a category and confer with each other on the answer.
- Continue through the game until all questions are answered.

There are a few options that the teacher can choose.

- The questions can be read for the teams or that can be part of the challenge.
- Students can be in charge of adding their own points.
- Teacher can use this game as a center