

Jeopardy Lesson Plan  
for  
Open Court Reading Unit 3 Review  
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Multimedia 1 (MET 6223)

## **Subject**

English Language Arts

## **Grade**

Third

## **Objective**

The students will demonstrate their knowledge of the six stories contained in Unit 3 of the 3<sup>rd</sup> grade Open Court Reading program.

## **Standards**

### Michigan Grade Level Content Expectations

R.CM.02.03 retell the main idea(s) and relevant details of grade level appropriate narrative and informational text [Core]

R.MT.02.03 use strategies to increase comprehension [NASL]

R.MT.02.06 ask questions before, during, after reading [NASL]

### ISTE National Educational Technology Standards for Students

1. Basic operations and concepts
  - Students demonstrate a sound understanding of the nature and operation of technology systems.
  - Students are proficient in the use of technology.
2. Social, ethical, and human issues
  - Students practice responsible use of technology systems, information, and software.
  - Students develop positive attitudes toward
3. Technology productivity tools
  - Students use technology to enhance learning, increase productivity, and promote creativity.

## **Materials**

The students will need to have the Open Court 3.1 Anthology to complete the prerequisite reading of Unit 3. You will need a computer. This can be played by students as pairs or as a class. In order for the class to play the game together there will also need to be a LCD projector available. Score can be kept on a chalkboard/whiteboard or on a piece of paper.

## Procedures

The students need to complete the regular lessons supplied by the SRA Open Court 3<sup>rd</sup> grade curriculum for Unit 3. This is meant to be a final review of the unit. Once the students have completed the lessons follow these steps to implement the Jeopardy lesson.

1. Divide the class into two groups. Select a captain for each group who will select the questions.
2. When the captain selects a question the instructor clicks on the point value to reveal the question.
3. The team may have 30 seconds to discuss the answer. Then the captain will give the teams answer.
4. If the team answers correctly the scorekeeper (the teacher or a student) puts the point value for that question on the scoreboard and the group chooses another question.
5. If the team answers incorrectly the point value is subtracted from the team total. The second team then chooses their question.
6. Play continues until all questions have been answered or until a predetermined time has been reached.

## Answer Key

### Through Grandpa's Eyes

100-Braille  
 200-Like a clock  
 300-Water  
 400-To tell a story about a boy and his grandfather

### The Cat Who Became a Poet

100-A cat eating a mouse  
 200-Upset  
 300-He couldn't help it  
 400-Poetry can be taken two ways

### A Cloak for a Dreamer

100-He took things to customers  
 200-The tailor could not do it himself  
 300-It will keep him warm  
 400-He was more adventurous

### Picasso

100-Spain  
 200-1973  
 300-The subjects did not look real  
 400-15 years old

### The Emperor's New Clothes

100-People who are most concerned with how they look  
 200-Wise  
 300-The small child  
 400-Foolish

### Roxaboxen

100-It is a make-believe town  
 200-Marian  
 300-White stones  
 400-From the third-person point of view