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Pyramid Points Lesson Plan

Interactive Geometry Review, Third Grade

Cindy Carson

Lawrence Technological University

MET6223: Multimedia 1

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Subject

Math: Geometry

Grade

Third Grade

Objective

Using the interactive PowerPoint Game, students will review their geometry skills, specifically the concepts of: line, line segment, ray, right angle, acute angle, obtuse angle, turns and rotations.

Standards

Michigan Grade Level Content Expectations

G.GS.03.01 Identify points, line segments, lines and distance.

Unit 6-Everyday Math Learning Goals

Learners will be able to:

- 6a. Identify, draw, and name line segments, lines and rays.
- 6e. Identify right angles.

ISTE National Educational Technology Standards for Students

1. Basic Operations and Concepts

- Students will use input devices and output devices to successfully operate computers, VCRs, audiotapes, and other technologies.
- Students will use a variety of media and technology resources for directed and independent learning activities.

Materials/Classroom Organization

- Teacher-Created interactive game: Pyramid Points
- Paper and pencil for each student to individually keep score
- SmartBoard (optional for demonstrating how to begin the game)
- Classroom organization options for implementing the interactive game:
 - Classroom computers: save the interactive game to the hard drive of each computer in the classroom. Create an icon on the desktop of the computer and instruct students to double click on the PowerPoint show to play the game.
 - Computer Lab: one computer for each student. The game will be linked to the class Website for students to access. Students should have knowledge of navigating the Internet to find the classroom Website.
 - One computer in the classroom wired to an LCD projector: display the game on the wall, allow students to use a slate or white board to show their answer and keep score individually.

Procedures

1. This game is meant to provide practice with multiple-choice problem solving skills, as well as a review of the geometry skills covered in Unit 6 of the Everyday Math program. Specifically the concepts covered are: line, line segment, ray, right angle, acute angle, obtuse angle, turns and rotations. Pyramid Points is meant to be implemented after the geometry content is taught during regular math instruction in the classroom. The game is designed for review purposes. Approximate time to complete the game is 10 to 20 minutes, depending on the learner.
2. Begin by explaining the directions to the whole class by modeling the introduction of the review game on the SmartBoard or LCD projector. Students will be expected to complete the game on the classroom computers. They will access the game by visiting the class Website. Each student is required to keep track of his/her own score and turn in a score sheet to the teacher upon finishing the game.

PYRAMID POINTS INSTRUCTIONS

50
40 40
30 30 30
20 20 20 20
10 10 10 10 10

START

Exit the program

Game instructions

Returns learner to the Pyramid

You will need a piece of paper to keep track of your score.

Click on the point value to reveal a geometry question. Answer the question correctly and earn the number of points on the cube.

If you choose an incorrect answer, subtract 5 points from your score. Try the question again and earn the cube value points back to your total score.

You may select the cubes in any order.

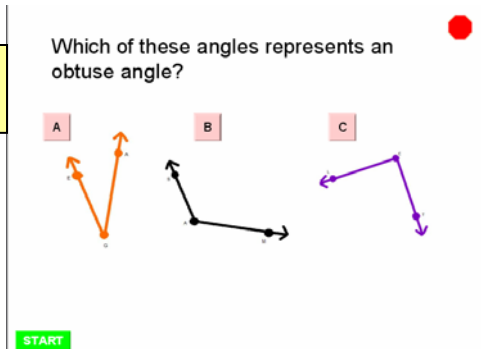
Once you have visited a cube, the point value will change from black to white. If it is answered correctly, you do not need to go back to that question again.

There are 350 points possible.

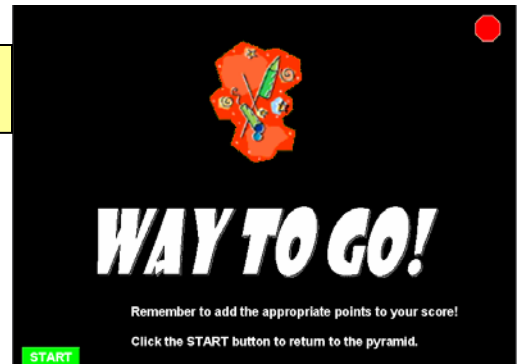
Good luck, click **START** to begin!!!

3. Questions may be answered in any order. A clear explanation of keeping score will be helpful for students.

Sample question screen shot



Sample correct answer screen shot



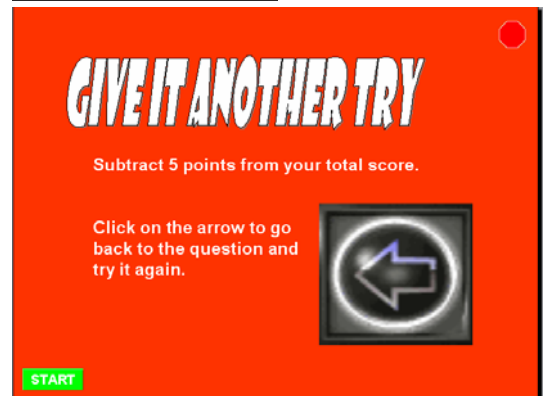
4. If a question is answered incorrectly, 5 points are subtracted at that point. The question should be revisited, and when it is answered correctly the face value of the cube points will be added to the score.

For example when 10 point question is attempted:

- With an incorrect answer on the first try, subtract 5 points.
- Another incorrect answer on the second try, subtract another 5 points.
- Finally a correct answer on the third try, add 10 points to the score.

The goal is for the learner to be successful and achieve the correct answer. Essentially, with a 10 point question and 2 incorrect answers, the points are cancelled out and a score of 0 is obtained. The skill of keeping score is also a valuable adding and subtracting lesson.

Sample incorrect answer screen shot



With 350 points possible, a perfect score indicates that all questions were answered correctly. Anything less than 350 will report that the student had some difficulty with the content.

Review the attached print out for correct answers to each of the geometry questions.

Modification:

If using the computer lab, take control of the student computers to project the game on all monitors. An explanation of the game will help to get students off to a good start.