GUSLA – College Knowledge Workshop Lesson Plan:

College Bowl

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| Subject | Lead | Grade | Date |
| College Knowledge | RL and AGS | 10-11th graders | June 16, 2016 |

Overview

GUSLA students will review college-knowledge concepts by participating in two competitive activities. Prior Knowledge Recommended: Basic knowledge about admission requirements, financial aid, scholarships, and the college-going process

|  | Lead Guide |
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| Objectives | Students will review concepts such as: 16 core course admission requirements, FAFSA (basic definition, work-study, loans, deadlines), ways to pay for college, scholarships, college application process, college pathways. |
| Lesson  Plan  Overview | 1. Welcome and give students a card that indicates which group they will be in. (5 minutes) |
| 1. Share the lesson objectives with students (2 minutes) |
| 1. Introduce co-lead (less than 1 minute) |
| 1. Review each game/activity and the rules (5 minutes) |
| 1. Divide students into four groups (1 minute) |
| 1. Play game #1 (15-18 minutes)-   Team 1 v. Team 2, Team 3 v. Team 4 |
| 1. Review scores as a large group, and review rules for next round of games (2 minutes) |
| 1. Play game #2 (15-18 minutes)   Team 1 v. Team 3, Team 2 v. Team 4 |
| 1. Tally scores as a group and announce winner (5-8 minutes) |

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| Materials Needed | | |
| * 2 call bells per classroom * Family feud questions * Deck of cards to split students into groups | * 4 sets of 10 decks of cards of 10 and key * #winning shirts |  |

**Game #1**- **GEAR UP family feud**- Rules and process

* Two evenly split teams stand in a single file line facing each other.
* Moderator stands in the front of the room with question cards.
* One member from each team steps forward to meet moderator- stand with one hand on table
* Moderator asks a question.
* Players ring the bell to answer.
* Moderator calls on player who ran first.
* If player answers correctly, their team gets opportunity to give the other answers for the same question. If player answers incorrectly, the opponent has opportunity to provide answer.
* *Winning team/team of whoever gets the correct answer* has opportunity to provide all remaining answers to the question.
* Each team member answers individually.
* Players have 3 seconds to provide answer.
* Winning team gets two strikes (wrong answers).
* After second wrong answer, the opposing team has opportunity to earn points by providing all remaining answers as a group.
* Opposing team only gets one strike when stealing points. Moderator reads all correct answers at the end of each round
* At the end of the round, the process is repeated, but next player in line from each team approach moderator next. Team rotates each time.
* Each correct answer earns 5 points for team

**Game #2** -**Heads up** rules and process

* Split each team into two groups. Then make four competition groups.
* One member of a team chooses a category, then places card from that deck on forehead with word facing the rest of the team.
* A member of opposing team sets timer for one minute.
* For one minute, the team members of the player with card on forehead give clues to help that member guess what word/term is on the card.
* If the player guesses correctly, then player gets another card from the same deck. Process repeats.
* The team can say “pass” if either the guesser or the clue givers do not know correct answer/clue. At this point, guesser can pick up another card from same deck.
* Team gets one point for every correct answer. If the team goes through the whole deck and was able to get every clue, then the team gets one extra point. However, if the team goes through the full deck, there is time remaining on the clock, AND the team “passed” a card, then they must go back to those clues until the time runs out.
* After one minute, other team has opportunity to give clues and guess.
* Teams are responsible for keeping their score.
* Each team member must be a guesser once (time permitting).