

Olympic and Paralympic Jeopardy

Grade Level(s)

4-7

Subject Area(s)

Language Arts, Social Studies, Mathematics, Science

Links to Vancouver 2010 Education Program Component(s)

Culture, Global Citizenship

Activity Description

Students will research the Olympic and Paralympic Games and, working in pairs or groups, develop questions in a variety of subject areas or Vancouver 2010 Education Program components. Students can watch clips of an episode of *Jeopardy!* if they are unfamiliar with the rules and format of the game. After completing their questions, students can run *Jeopardy!* games in class or run events for younger students.

Learning Outcomes

The purpose is to gather knowledge, transfer it into a fun learning activity that can be shared with others while developing leadership skills. The Olympic and Paralympic Jeopardy game format promotes usage and development of all levels of communication skills. Students will engage in fun learning, with awareness of all the Olympic values.

Resources Needed

Internet access to research questions

Duration of Activity

Approximately 4-5 40 minute blocks.

Cognitive and Affective Domains

Cognitive – Knowledge

Affective - Receiving

Assessment Strategy

The research and creation of *Jeopardy!* questions may be assessed as any other written assignment, using a performance scale such as the ones found at:

http://www.bced.gov.bc.ca/perf_stands/writing.htm

The success of the games may be assessed by self-assessment teams focusing on the learning involved.

