

Geologic Journey

GOAL:

Students play a fun game to learn and understand the water and rock cycle and the connections between the two.

SET UP:

Distribute the 8 signs (rock, river, mountain, cloud, earth's interior, soil, volcano, and ocean) propped up against the walls of the room. Put the No particular order is needed.

HOW TO PLAY:

Tell students:

- Each student will be a "tiny particle" travelling from place to place as a real particle would in nature.
- The "places" the students will go are marked by the signs they see around the room.
- At each "place" there is a die. They must get in line and wait to roll the die. Rolling the die will determine where they must go next and symbolizes what would happen in nature. They may go to the next place as soon as they roll.
- They will have to remember WHERE they have been and WHAT was written on the dice to explain how a particle would make that trip in nature.
- The words on the dice in *italics* are science vocabulary words. (Note for teacher: Those *italicized* words on the dice can be used as part of Charades, Pictionary and/or journal assignment later so you may want to let the students know which one the class will do at the end)

PLAY THE GAME:

1. Divide the students into 8 roughly even groups. Send one group to each station (station= sign and die) Let the students begin the game.
2. Play the game until each student had been to at least 8 places. They may duplicate a place. However, the game can be stopped at any point.
3. If any station ends up with a long line, you can come over and be a natural disaster, for example, that sends the students to a different station.

WRAP UPS:

Discussion:

1. Have the students tell a friend about the journey they were on and how they ended up in each place they were.
2. Ask a few students to share with the class one of the transitions they went through and discuss how that example might happen in nature.

Journal Assignment Options:

1. Have students draw a diagram/conceptual model of the cycle through which they traveled. This can be done on a blank page of the journal.
2. Have students write the story of the journey they went on as a particle.

Pictionary or Charades:

Have students act out or draw the vocabulary words that were on the dice.