

Weather Wary

Objective

Students will create a board game to help them synthesize knowledge of natural disasters.

Students love to play board games, and games can be great teaching tools. Research has shown that the effectiveness of games can be further enhanced if students help create the games. Allow students to use and test their knowledge of natural disasters by creating an original version of Weather Wary.

1. Gain students' attention by creating a high-pitched buzzing sound resembling the Emergency Alert System in your area. Then review the natural events and severe weather you have discussed in class. This game is best used as a culminating activity at the end of a unit so students will have a broad general knowledge base from which to draw.
2. Divide the class into pairs, and give each pair a copy of the **Weather Wary Game Board reproducible (page 64)**, index cards, and two dice. Explain that the object of the game is to get from the starting point (Home) to the finishing point (Storm Shelter). Players can gain extra points by answering questions and will be subject to obstacles and boons along the way. Before playing the game, students will be responsible for creating the questions, obstacles, and boons.
3. Make a transparency of the game board and display it on the overhead projector. Point out that every other space on the board contains a question mark, a plus sign, or a minus sign. Use a few of the examples on page 63 to demonstrate how students will create an obstacle for each minus sign and a boon for each plus sign in the game. They will write these on separate index cards labeled with a + or a - on the back.

Materials

- Weather Wary Game Board reproducible
- dice
- index cards
- game markers (e.g., dried beans, paper squares)
- overhead projector and transparency
- reference materials and Internet access



Weather Wary Game Board

