



INSTRUCTIONS & TIPS for the

Newton Marasco Foundation's ecoLogic Game

Thank you for playing ecoLogic, provided by the Newton Marasco Foundation, a non-profit organization dedicated to inspiring the next generation of environmental stewards. It is part of our Education on Energy and the Environment kit, made possible through a grant from the Luck Stone Foundation, and part of our Teach Green program. Below is information that explains how to access the game questions and answers, additional information and references for each, and provides instructions and tips on how to play the game.

HOW TO USE THE GAME FILE

Download the PowerPoint game file from www.NewtonMarascoFoundation.org and save it to your computer

To run the game:

1. Open the saved PowerPoint file
2. View it in slideshow
3. Advance to the screen after the introduction by using the down arrow key
4. The main game board with categories and numbers will come up; to select an “answer” click on a number
5. To get to the “question” screen associated with that answer, click on the down arrow key
6. To get back to the main board from each question screen, click on the home button at the bottom right side of the screen

We have included additional information and references so people delivering the game will have more in-depth information to promote discussion: To view:

1. Open the saved PowerPoint file (it is same file that has the game)
2. View the Notes pages
3. The screen will be divided with the game screen on top and additional information and references below it
4. It may be helpful to print out the slides in the notes format to administer the game. If you decide to print, make sure to select print Notes pages (instead of slides) from the print screen, then click OK

GETTING STARTED

ecoLogic is played like the popular game show Jeopardy. There are five categories, each with five questions with different amounts.

- Select three players or teams
- Three variations for playing:
 1. Divide the class into two or three teams
 2. Select teams with an equal number of players
 3. Have students sit at their desk so all can participate

continued



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HOW TO PLAY

- To determine who goes first, have the game administrator pick a number; each player/team then picks a number, and who ever is the closest gets to pick a category first (feel free to use another method)
- Designate someone to keep score of each player/team score for correct responses (see “Keeping Score”)
- Provide a way for players to “ring in” to provide their “question.” Some suggestions:
 - Use the Active Vote tool for use with the Promethean boards
 - Have individuals or teams clap or slam a book closed
 - Use a small bell they ring or a buzzer
 - Consider having a different sound for each player or team
- The player or team going first selects a category and number
- The game administrator (or a student) clicks on that category and number which brings up the “answer”
- The game administrator reads the answer and players/teams either ring a bell or clap to indicate that they know the question
- The game administrator prefaces each answer by saying “The answer is...” then reads the answer.
- The first player/team that claps gets the first chance to state the question, i.e.
 - ANSWER: Air, water, soil, trees, and minerals are examples of these.
 - QUESTION: *What are resources?*
- The game administrator checks but doesn’t yet reveal the correct question
- If that player/team gets it right, they get that number of points
- If they get it wrong, the other players/teams have a chance to answer to get the points
- When the correct question is given, reveal it by advancing to that screen; after any discussion, go back to the main screen by clicking on the home button
- The player/team that gets the question right selects the next category and number

KEEPING SCORE

- Use the score sheet provided that looks like the main game board
- Use the space below the number to write which person or team won
- Add up the totals won for each individual or team
- Consider designating a student to keep track of winners for each answer/question

WINNING

- The player/team with the most points after all questions and answers have been completed wins

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TIPS FOR RUNNING THE GAMES: TEACHERS

- Have small prizes to give to winners...pencils, a bookmark, etc.
- Use the games before teaching a particular subject to test knowledge, or after to see what students have learned...or do both
- Relate the answers to current events
- Encourage discussion after questions and answers; some of the points in the Additional Information section have recommended questions or discussion points to raise to the entire class
- Encourage participation
- Have a student learn the materials and run the game for the class
- Use this as a project for students by letting them create their own questions, answers, and explanations, and substitute those in the PowerPoint file then test it on other students
- Consider having each student in your class come up with one question, answer, and additional information that you use to replace the questions and answers in the PowerPoint file, then run that game with the whole class

TIPS FOR RUNNING THE GAMES: VOLUNTEERS

- Have small prizes to give to winners...pencils, a bookmark, etc.
- Find out what the class has already covered (will you be giving the game before they've learned about the topic or after)
- Find out how many students will be in the class so you can plan for how you want to deliver the games (using individuals or teams)
- Find out from the teacher, or come to class a little early, to get a sense of the students to help you determine the style of the game you will use (teams for larger classes, and individuals for smaller ones)
- Relate the answers to current events
- Encourage discussion using the Additional Information section in the Notes pages of the game file
- Encourage participation
- Watch your time
- Be flexible—each class will be different, so adapt to what seems to work best

Thanks for playing!