



INSTRUCTIONS & TIPS for the

Newton Marasco Foundation's ecoSense Game

Thank you for playing ecoSense, 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. Use the down arrow key to advance to the next slide (you may sometimes need to do this several times)

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

HOW TO PLAY: GET STARTED WITH FAST FINGER CHALLENGE

ecoSense is played like the popular game show Who Wants to be a Millionaire? There are several rounds, starting with a Fast Finger Challenge followed by five more questions.

- Start each round with the Fast Finger challenge by having students get out a pen and paper
- Bring up the Fast Finger challenge, which is a question that requires students to put the answers in the correct order
- Students write down what they think is the correct ranking of the options on their own papers

continued



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HOW TO PLAY: GAME ROUNDS

KEEPING SCORE AND WINNING

- The game administrator brings up the correct rank and asks those who got it right to raise their hands
- Who ever gets it right gets to be in the Hot Seat (see some variations below)
- Variations for the Hot Seat:
 - Allow the winning student to bring a friend
 - Have two of the winning students come up (give them a chance to win the same number of points by having the first student answer the \$100 and \$400 questions, the second the \$200 and \$300 questions; use the \$1,000 question as a tie-breaker with both having a chance to answer first to get the \$1,000)
 - Divide the class into teams (do the same thing described above)
 - Let all students play and have them raise their hands to answer
- Continue the round by having the student who won come up and sit in a chair (if using teams, have the teams sit opposite each other)
- Bring up the first question
- Give the student a chance to answer
- If the student needs help, he or she may use these two options once per round:
 - Phone a friend by calling on a friend in the class for help
 - Poll the class in which they ask the class to raise their hands to vote for the answer they think is correct
- Student gives the answer
- Game administrator asks if that is the Final Answer
- If the student says it is his or her final answer, administrator brings up the next screen by pressing the down arrow key
- If the answer is correct; he or she gets the number of points associated with that question; if not, no points are won; either way move to the next question (if you're using teams, consider letting the other team "steal" the points by answering the question); continue through the \$1,000 question
- Use the score sheet provided with the dollar amounts
- Use the space next to each amount to write in the person or team that won
- Add up the totals won for each round
- Consider designating a student to keep track of winners for each amount and round
- If there is just one player, give him or her a prize for playing; if there are teams, add up the dollar amounts each team got, and the team with the most points 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!



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