

## Teacher Notes- “Plate Tectonics- Electronic Scavenger Hunt”

When was the last time your students actually had fun digging through their text book? Has it ever happened? If not, then you could definitely use this activity. In it they will go through a series of 12 questions about plate tectonics on a computer. Questions are followed by several answer choices, each with a code next to it. And the code next to the correct answer is the password that will unlock and open the next question. Throw in a little surprise at the end, and you’ve got a fun day of learning.

1. According to the theory of _____, continents have slowly moved over a very long period of time, to where they presently are.	
rocks- je5ddfaea	Pangaea- si9svmtffa
fossilization- ses9ejeix	magnetism- eahihifap
continental drift- fidewcea	grilled cheese- haa8fynaff

### **Materials per student/group:**

Computer  
Set of questions

### **Beforehand:**

1. Load the file folder “Questions-Plate Tectonics Scavenger Hunt” onto either a server that all the computers can access, or directly on the computers themselves. See your building’s computer person if you need help.
2. Read through the all the questions so you know how the activity works, and what to expect. This also gives you time to make any changes you want. You can re-word or change any question, as long as the correct answer stays in the same place, since that password opens the next question.
3. The last document is called “All Done”. Your final instructions here can be anything you like, but wouldn’t it be fun to leave instructions there for the winning group to do something odd to earn bonus points (like cluck like a chicken, stand and say the pledge, or sing a song)?
4. Keep a copy of page 3 of the teacher notes handy (passwords). If students cannot open a question it may be because they inadvertently hit a key and changed the correct password.
5. It’s a good idea to replace the file folder on the server after every class with a fresh copy since, again, students sometimes change the documents. If that’s not possible, you’ll probably still be ok.
6. This activity done as-is will take most students 20-25 minutes to do. To lengthen it you can:

- add more questions (instructions to do this are at the end)
- read a related section in your book together...
- or just flip through the entire chapter and notice what's where
- require them to write page numbers where they found the answers
- you can also take care of other housekeeping like passing back papers or go over another assignment

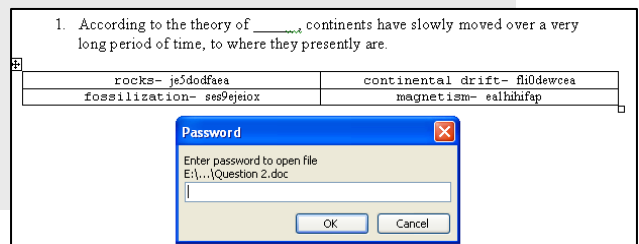
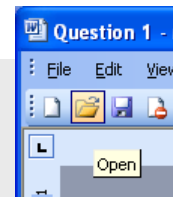
**Procedure:**

1. Have students open their books to the first page of the chapter. If you don't make them do it now, most will not bother to do it on their own.
2. **Open Question 1:** Have students access the file folder on the server or hard drive called "Questions-Plate Tectonics Scavenger Hunt" and open Question 1.

"Today you're going to go through a scavenger hunt about plate tectonics. There are 10 questions. You can see on question 1 there that there several answer choices, each with a code next to it. Only one answer is correct, and only the code next to the correct answer will open question 2. Let me show you what I mean."

3. **Open Question 2:**

"In the upper-left corner you'll see a little yellow folder. If you hold your mouse over it, it says "Open". Click it, and then find and open question number 2 (*the first time in, students may have to relocate the folder on the server*). It wants a password, doesn't it? Guess where you'll find it? That's right! It's the one next to the correct answer from question 1. But you have to type it in correctly, and you have to type the right one, or it won't open. Type in the correct code now."














4. Now that you've introduced the system, it keeps repeating, so all you need to do for the rest of class is make sure everyone is doing ok. If a group is still stuck on question 1 after 5 minutes, give them help. Some kids will never ask.
5. With the competitive nature of this activity and since kids are always looking for the easy way to do things (does this shock you?), announce that they are not allowed to use the copy/paste function. This would allow them to enter the code without any typing. Have them police each other by watching others around them.

If it gets to be late in class and there's one or two groups not yet done, they can use this function. Tell them to drag the mouse over the correct code, press "Ctrl" and then "C" on the keyboard together, then begin opening the next question, and press "Ctrl" and then "V" together in the password blank.

*(end of Teacher Notes preview)*

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◆ **Set of Questions**

-  All Done
-  Question 1
-  Question 2
-  Question 3
-  Question 4
-  Question 5
-  Question 6
-  Question 7
-  Question 8
-  Question 9
-  Question 10

◆ **Quick Notes**

**Teacher Quick Notes- "Plate Tectonics- Electronic Scavenger Hunt"**

Materials per 1 or 2 students:

Computer

Beforehand:

1. Load the file folder "Questions-Plate Tectonics Scavenger Hunt" onto server.
2. On board, clarify differences between numbers and letters: zeros are taller than letter o's, and a number 1 has a slight space after it, which the letter l does not.

Procedure:

1. Ask students to open their books.
2. Have students open Question 1 and answer it.
3. Open question 2 and type in password, which is the code next to the correct answer from question 1.
4. Repeat for the rest of the questions.

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◆ **100 additional passwords**

This is a list of 100 passwords. The first 40 were used in the activity. If you'd like to try others, search the internet for "free random password generator".

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ja5d0df6ea
ses9ejstox
fi0dewcea
ea1hldafp
umb7ccasut
ef9hoazrt
ab4etuzax
so0tngkxow
omc5mzafk
en5suztbo
gr4aurpfcy
byp5rdbex
cl4kaccqz
agl2bkklfe
cr3mzozed
gln0wer0oo
yul7nevebe
tu8ermnqn
f0g5maceaa
oz1gln0ld
chl2karcob
es8aspawt
nlg8auriood
ny174esbyp
con1tapsow
oc1Lougrenu
tw2opadacu
noulargrai
gov4kuyru
amp1tndabe
at7ooowet0
oe4andoo0br
sl6owcalu0
al3etkloc
sp08hystad
ip7y0jwzama
ul3qpfjncw
ig6qumfio
co3jepupju
ye90deand0s
av1kenticu
pqp4plh0bo
ar2loannme
    
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