



## Explore: Teacher Guide

### *Features Module*

Use this guide to reveal student knowledge and generate interest in and curiosity about features.

**This teacher support document can be completed in conjunction with the online Explore.**

### **Why Explore?**

The purpose of the Explore phase is to provide students with a common experience that can be used to reveal student understanding of the concept and promote interest and curiosity.

In this activity, students will play a game similar to rock, paper, scissors. In this game students must decide which option (rock, wind, or water) will affect the other to win the point, thus exploring how the various features of the Earth might affect each other.

### **Reveal student knowledge and understanding**

Use the following questions during the activity to encourage your students to think about tools. Recall that these questions are only meant to reveal current student knowledge of the concept and, therefore, should not be assessed as right or wrong.

- Use the following questions while the students are engaged in the activity.
  - Why did you choose wind?
  - Why did you choose water?
  - Why did you choose rock?
  - Will one choice always win?
  - Which choice will always lose?
  - If your opponent put up a rock, which would you show to win the round?
  - Could rock affect water to win the round?

### **Promote interest and curiosity**

Use these questions to elicit a post-activity discussion as your students reflect on the activity and its connection to the concept. Recall that these inquiry questions are meant to encourage students' interest in and curiosity about the concept and, therefore, do not need to be recorded and should not be assessed as right or wrong.

- Would you recommend this game to a friend? Why or why not?
- Was this game difficult to play? Why or why not?
- In the game, rock blocks the wind. Do you think in real life there can be a wind strong enough to move rock?
- Which of the three choices did you choose most often? Why?