



Banff National Park – Learn to Hike

ESL Activity #6 – Hiking Jeopardy / Game Show

Activity #6 – Jeopardy Game or Game Show

Hiking Knowledge Objective: Increase students' knowledge of wildlife, Leave No Trace Principles, and review hiking skills that have been developed in previous activities

Language Focus: Speaking/Listening

Material: Jeopardy Game requires a Whiteboard with category titles along the top and 100, 200, 300, 400 written under each category, quiz questions, answer sheet, 100, 200, 300, and 400 point cards. Game Show requires quiz questions, answer sheet, and twenty 100 point cards.

Groupings: Whole Group divided into even groups of 2, 3 or 4 depending on size of class

Time: 60 Min

Activity Outline: This activity can be done in 2 different formats – as a Jeopardy Game or a Game Show but the questions are the same. As a Jeopardy Game, the focus of the room is the Jeopardy Board which is written on a large white board. After students are placed into groups, have each group sit together so everyone can see the Board. This activity is done as a competition between small teams – minimum number of participants is 4 (2 teams of 2) maximum can be up to 20 (5 teams of 4). Teams will pick a number to see who will go first. Once this is done, the order will be clockwise. The first team picks a topic and a value, the question is read and they have 30 seconds to come up with the answer. All other teams are also quietly discussing the answer. At the conclusion of 30 seconds, the team gives their answer. If they are right, the points are given. If they are wrong, the first team to raise their hand (including the original team) may answer until the correct answer is given. You can give hints if they can't answer but it shouldn't be necessary. Follow-up with additional information at the conclusion of each question if so desired. Cross out that Point Value under its category once it has been answered and hand the group that answered correctly a corresponding point card. Each team will add all point cards at the conclusion of the game to find the winner. Extra 100 point cards are included to give out for "bonus" points.



Equipment	What would you do?	Trip Planning	Language Fun
100	100	100	100
200	200	200	200
300	300	300	300
400	400	400	400

As a Game Show, the set-up is as follows. Teams will line up in rows behind a start line. A bell will be placed 5 metres ahead on a table. Only the team member at the front of the line may ring the bell. A question will be called out and with or without consultation with their team-members, the person with the answer will run to ring the bell. If the answer is correct, the team is awarded the point card and all front row team members will move to the back of their row. If the answer is incorrect, any other person from the front row may attempt an answer until it is correct providing they begin from behind the line (ie can't stand at the shaker and keep trying answers – must run back to the line each time)

Questions:

Equipment

- 1) This equipment covers your legs and feet to help keep them dry. What are they?
- 2) You wear this on your back to help carry your equipment.
- 3) Why is it better to wear hiking shoes than sandals? Give 2 reasons
- 4) Is cotton a good material to wear for a day hike? Why/why not?

What would you do?

- 1) It is raining and the trail is muddy. Are you going to walk right through the mud or are you going to go around the mud? Why?
- 2) Orange peels, apple cores and other "natural trash" should be: A. Eaten. B. Buried out of site. C. Scattered in the woods to rot. D. Packed out with the rest of your trash.
- 3) You are out on a hike and you find a beautiful flower by the trail. You want to keep it. What do you do?
- 4) You are hiking up a trail that has many switchbacks (z turns). You notice that some people have taken a shortcut so now there is a new trail directly up the trail which saves you about 50 meters of hiking. What should you do?

Preparation:



- 1) What are 3 things you should be sure to do before setting off on a hike?
- 2) How can re-packaging your food reduce impact on the environment and help you when hiking?
- 3) If you were going on a hike into the mountains, name 2 things you would carry in your backpack for each category: safety, weather, and nourishment.
- 4) What are 4 “emergency” items you should carry in your backpack and what are they for?

Language Fun:

- 1) When you check the weather forecast and see these 4 words, what do they mean? Precipitation, Humidity, Overcast and Showers
- 2) Say this sentence with good pronunciation beat and stress. “The big black bear was wandering in the thickly treed forest.”
- 3) You are going on a hike next week. Think about this upcoming hike. Put one of these Phrasal Verbs into a sentence to describe something about your trip: Ask Around, Call Off, or Chip In
- 4) This is for each team to do at once. The first team to get the answer is awarded the points. Have one team member from each group sit with their back to the board and face their teammates. Put this word on the board “Prepare” and ask the groups to describe this word to their teammate without saying this word. No gestures allowed. The first group to guess the word, gets the points.

Bonus Question if needed: You and your group decide to take a break as you are hiking up a trail. What should you consider when doing this? Hint: Think about other hikers on the trail and the environment.



Jeopardy Quiz Answer Key

Equipment:

- 1) Gaiters
- 2) Backpack
- 3) Study to prevent feet from tiring; prevent injuries like twisted ankle or stubbed toe
- 4) No. Doesn't dry quickly if it gets wet from sweat or rain which would cause you to be cold

What would you do?:

- 1) Walk through the mud because it doesn't lead to widening of the trail
- 2) D
- 3) Take a picture of the flower; draw the flower; examine the flower but don't pick it!
- 4) Don't take the shortcut. Follow the established trail.

Preparation:

- 1) Tell someone where I am going and when I'll be back; check the weather forecast; check the trail description and see if it is an appropriate hike for me
- 2) Decreases the weight you will carry; decreases the amount of garbage you need to worry about; less chance to drop extra garbage on the trail
- 3) Safety examples: bear spray; flashlight. Weather examples: rain jacket; gloves. Nourishment examples: water; sandwich.
- 4) Lighter to start a fire; flashlight in case you need to hike out in the dark; cell phone if there is coverage in the area; map of the area etc

Language Fun:

- 1) Precipitation – rain or snow; Humidity – moisture in the air or opposite so the air is not dry; Overcast – cloud coverage; Showers – light rain
- 2) The **big black bear** was **wandering** in the **thickly treed forest** (should have 7 equal beats on the function words in bold and not on the content words which are non-bolded)
- 3) Ask Around: example – I am going to ask around and see if anyone wants to come with me. Call Off: example – We will call off the hike if the weather is going to be bad. Chip In: example – If we go by car, we should all chip in to help cover the cost of the gas.
- 4) Explained on the question sheet



Warm up/Closing Activity:

White Board Warm up (Explained in Activity #3) with hiking/Outdoor vocabulary – done as a warm up for each day. Choose 5-10 words as a warm up depending on the topic.

Vocabulary:

Backcountry

Remote

Wilderness

Mosquito

Switchback

Clear

Overcast

Cloud

Forecast

Humid

Frost

Ice

Precipitation

Showers

Storm

Hail

Mild

Temperature

Wind

Chilly

Flurries

Fog

Thunder

Lightening

Direction

Steep

Flat

Terrain

*Can also use all the vocabulary from Activity #3 as well

ABC cards with Hiking/Outdoor vocabulary

Activity Outline: Give each team a set of ABC cards which is comprised of every consonant in the alphabet and two of every vowel. Each team will shuffle their cards and spread them out 10 feet in front of them. Try to have each team's cards near the centre of the room but each team around the perimeter.

The teacher will call out a question and the students in turn within their team will run and pick up letters to correctly spell an answer which they select as a team. For example: Teacher yells out this question: "An animal which is white." Each team will discuss a good answer (one that does not have more than 2 of the same vowel or 1 of the same consonants – *polar bear* would not work because they don't have 2 R's in their cards.

After they decide on the animal, they race to their cards on at a time and pick up a letter needed to spell out their animal. Only one letter per person. They place the letters behind their team and a rule is that no other team can peek at the words of the other teams. When each team is finished, they yell done. As the teams finish, assign them 1st, 2nd, 3rd etc.



parks canada.gc.ca parcs canada.gc.ca

Once all the teams are done, ask the first place finishing team what their word is. If there is no other team with that word, they get 5 points (if there are 5 teams) The key is to have an original answer because even if they finish first but some other team had the same answer – no points for any of those teams! You could be the slowest team getting the word but might end up with the only original word. So, with 5 teams, first finished and having an original word is awarded 5 points, second 4 points and so on. This is a very fast paced and fun game and it can be made easy or difficult by the questions.