



## K-Grade 5 Activity

[www.MaineAgintheClassroom.org](http://www.MaineAgintheClassroom.org)



# Aquaculture Game

Developed by the Island Institute, Rockland, Maine  
Revised and formatted by Maine Agriculture in the Classroom

### Activity Description:

Class will read through *Aquaculture for ME* book together and discuss questions. General knowledge of aquaculture will be reviewed through a *Jeopardy* style game.

### Learning Objectives:

Students will

- Answer questions
- Recall Facts

### Materials:

- Jeopardy game board and link
- Two small white boards or chalkboards and writing utensil
- Stopwatch
- Aquaculture for ME book and Aquaculture for ME activity book (2 copies of each)

### Procedure:

#### Part I: Read Aquaculture for ME

Read through the *Aquaculture for ME* book with students. Stop and ask questions while you read.

<http://teachmefoodandfarms.org/wp/wp-content/uploads/Aquaculture-for-ME.pdf>

#### Part II: Aquaculture Jeopardy

Navigate to the following link on a Smart Board or a computer with a projector:

<https://jeopardylabs.com/play/aquaculture10>

Or create your own version of Aquaculture Jeopardy. Split your participants into two groups (try to distribute ages and abilities evenly). Have students elect one person to be the spokesperson for the group. Flip a coin to see which team goes first. The first team to go is Team 1, and the second team is Team 2. Invite Team 1 to choose a question from the Jeopardy board and ask them to talk through their answer quietly. Set a timer for 30 seconds. When time is up, the spokesperson (and only the spokesperson!) presents the team's answer on the white board. If it is correct, Team 1 gets the point, and it is Team 2's turn to choose a question. If the answer is incorrect, Team 2 gets 10 seconds to come up



with an answer. If Team 2 comes up with the correct answer (presented on the whiteboard by their spokesperson), they get the points for that question. Then it is Team 2's turn to choose a question. Play continues with each team allowed an opportunity to answer the other team's question if the original team gets the answer incorrect.

Jeopardy questions are based on the Aquaculture for ME book and Aquaculture for ME activity book. You may find it helpful to give each group copies of both books to reference, or you may wish to see what they can remember. Some of the questions in our version of jeopardy do ask for specific numbers, so it may be helpful to allow students to use the books for those questions only.

Adjust the time limits based on your group's abilities. It can be a challenge to ensure that the youngest members of a team feel included during a competitive game where the most outspoken (and usually oldest) students tend to participate the most. We found it helpful to assign the youngest member of each team to be the spokesperson so that they would have the role of presenting their team's answer, even if they had help thinking of the answer and writing it down.

