



Fantastic Five Middle School Madness

Disguised Learning sparks the interest of the learner by engaging the student in activities that require the use of multiple intelligences and multiple learning modalities. The student becomes so engaged in the activity that the learning becomes fun and more natural. Disguised learning is often a key strategy for engaging middle school students in afterschool.

The **Fantastic Five** provides strategies and ideas to engage the middle school student.

Divide the students into 5 groups. Each group will work its way through 5 different activities, each one focused on learning.

Activity # 1: Serial Story Create a “mini folder” of lined paper. On the first page, write a story starter. Each group of students is to work together to add to the story—actually creating a mini-chapter. It is important that when writing the chapter the group is setting up the story to move forward in the next chapter that will be added by the following group.

Serial Story Starters:

The headset crackled to life with the word, “Emergency! Emergency! Meet the caller at the corner of Sesame Street and Blue Clues Way.” Officer Robin responded by turning the siren on and speeding toward the emergency.

Juan was walking down the hallway at school. He heard something in the auditorium that drew his attention. It was music, cheering, and clapping. When he entered through the back door, the spotlight focused on him and the audience turned expectantly.

Walking home Sarah’s attention was drawn to a glittering gold and green box. On the box was a hologram. Sarah reached down and touched the hologram and her life was changed forever.

Activity #2: Who? What? When? Where? How? Why? Select an article from the local newspaper that may be of interest to the students—national or local news, book reviews, entertainment, sports. Ask students to read the article and answer the questions: who, what, when, where, how, and why. Then ask the students to write a 25-50 word summary of the article. Note: If you do not want to select the article yourself, have the newspaper available and have the students select the article themselves.

Activity #3: Trivial Pursuit Middle school students are interested in many things—sports trivia, entertainment trivia, music trivia, and so on. Taking advantage of this curiosity and interest, Trivial Pursuit makes sense. Having a continual source of the trivia is important. Following are some internet sources:

Music: www.triviplaying.com/25_music_Q_.htm This will give you more traditional music references—especially good for students who are “retro” For more current trivia you can select a year for music trivia at www.allthetests.com/quiz26/quiz/12389323561/Music-quiz

Sports: www.funtrivia.com/quizzes/for_children/topics_for_kids/sports_for_kids.html
www.triviplaying.com/14_Sports_Q_.htm

Entertainment: www.funtrivia.com/quizzes/entertainment
www.popculturemadness.com

Once you have the trivia questions, have students record their answers. If the internet is available to them, have them look up the information. Answers should be written in complete sentences.

Activity #4: Puzzle Me This: This station is for puzzles that will challenge the students to develop fluency with words and creativity. Puzzles here directly link numbers with particular things—for example 18 is a number that can be linked to “holes on a golf course” or 19 = H on a GC; just as 5 is a number that can be linked to “digits in a zip code” or 5 = D in a ZC. The following puzzles are the first seven that can be found at www.adriaanbrink.com:81/puzzle.htm

26 = L of the A

26 Letters of the Alphabet

7 = D of the W

7 Days of the Week

1001 = AN

1001 Arabian Nights

12 = S of the Z

12 Signs of the Zodiac

54 = C in a D with J

54 = Cards in a Deck with Jokers

9 = P in the SS

9 Planets in the Solar System

88 = PK on the KB

88 Piano Keys on the Key Board

You can also find these puzzlers and solutions at www.greghawkes.com/mind/brain-teaser.html

Activity #5: Science Facts: It is important for students to develop science knowledge. What better way than using science facts to create a Jeopardy Game? Science facts on a wide variety of topics are available at www.sciencekids.co.nz/sciencefacts.html Following is an example of some of the facts you can find here about water:

- Water is made up of two elements, hydrogen and oxygen. Its chemical formula is H₂O.
- Each molecule of water is made up of two hydrogen atoms bonded to a single oxygen atom.
- The existence of water is essential for life on Earth.
- Water has three different states, liquid, solid and gas.
- The word water usually refers to water in its liquid state. The solid state of water is known as ice while the gas state of water is known as steam or water vapor.
- Water covers around 70% of the Earth's surface.

After reviewing the facts, one of the Jeopardy categories could be **Water**. The answer for Water \$20 could be "Amount of Earth's surface covered by water", so the question would be—"What is 70%? The answer for Water \$40 might be "liquid, solid, and gas", so the question would be—"What are the three states of water?" The answer for Water \$100 might be "water, ice, and steam", so the question would be—"What do we commonly call the three states of water?"

Each group of students could create a different Jeopardy column, and the game could be played at the end of the week. Each group would have an obvious advantage on the column they created, but this would be balanced as all groups have the same advantage.



For more information, contact
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www.consultfourkids.com