

Foundational Entry:
“Laying the Foundation”



Objectives:

- observe and describe properties of materials, such as density, conductivity, and solubility
- distinguish between chemical and physical changes
- develop your own mental models to explain common chemical reactions and changes in states of matter.

Purpose:

To introduce and reinforce your concepts of matter such as its properties and changes of states by creating educational games associated with the vocabulary of matter.

Task At Hand:

- You will be creating a combination of educational games for your fellow classmates to enjoy as they work on reinforcing or building their vocabulary and content skills for this unit.
- Your target audience is your fellow classmates and those of younger grades.
- You are to retrieve the vocabulary for this unit using the vocabulary words found in your textbook under the vocabulary section for this unit.
- Please visit the web site, www.quia.com and subscribing as a student for a 30 day free trial. An enrollment code will be provided to you by the teacher.
- Enter in all the necessary vocabulary under the “Create a Flash Card” activity. Make sure to watch for misspellings and incorrect definitions. Your activity will only be as good as your input.
- Using the Games Generator in Quia and the existing vocabulary bank you entered in the Flash Card activity, create the following using the same words:
 - A “Hangman” activity using the built-in java generator.
 - A Word Search puzzle.
 - A Mini-Quiz on the vocabulary. Save this quiz as “Matter Vocabulary”
 - “Concentration” using the vocabulary words
 - “Battleship” using the vocabulary words
- Make sure to save write down the links of your activities so that you can e-mail the links to your teacher.

Evaluation

Present your activities to your teacher for review. After approval, invite your classmates to go online and play your activities.

Please write an evaluation of your project which includes your review of the web site Quia, and the ease of using the on-line activity maker. Include what you have learned from this experience as well as any improvements that you may want to add to this project. Turn this paper in to your teacher in both digital and paper format.