

POLAR EXPEDITIONS

For Teachers

Glacio-Quiz...

This activity is part of a project approach to learning. You can give your class texts or descriptive records on the animals in the Polar World or on environmental problems, to help them think of questions.

MAKING THE GAME

- * Form teams of four to five players.
- * Glue the game board to a piece of cardboard, and decorate it with drawings, colours or pictures relating to the theme of the Polar World.
- * Ask each student to think up four or five questions on animals in the Polar World, threatened or vulnerable species living there, or things we can all do to protect this environment.
- * Write the questions, possible answers and correct answers on the cards provided. The number in the middle of the star indicates the number of points the question is worth. Students can use texts they have read or their own observations while visiting the Biodôme as inspiration for their questions.
- * Cut out the cards along the dotted line, fold them in two and glue both sides together to make playing cards.
- * Use pieces from another board game or make some yourselves.
- * Hand out the sheet with sample questions to each team. The players can use these examples to help them come up with questions, and use these cards in their own game.

You can consult the Biodôme's records on plants and animals, at http://www2.ville.montreal.qc.ca/biodome/fiches_a/ef_acc_a.htm

