

IF-AT Guide to the Amazing Race Geology Edition

Overview:

IF-AT cards provide a way for the instructor to give direct feedback to a large number of students in an efficient manner. Amazing Race Geology Edition uses IF-AT cards as a tool to enable students to embark on an interactive review game to solidify their content knowledge before an upcoming exam.

Soft-Skills:

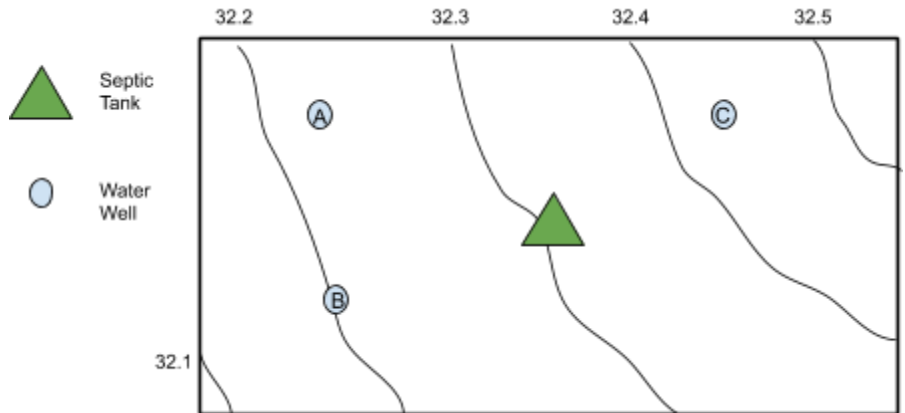
- Critical Thinking and Problem Solving
- Analyzing and Interpreting Data
- Teamwork
- Communication

Materials:

- IF-AT Cards (1 per group)
- Map of Station Locations
- 10-25 Stations supplied with the following:
 - Mini Activity
 - Question
 - Hints (1 sealed envelope per group)

Example: Station 13: Groundwater

- Mini Activity: The figure above shows the water table elevation, 3 wells and a septic tank. Copy a simple sketch in your notebooks. Also add an arrow to show the direction of groundwater movement.
- Question: The triangle is a proposed location of a septic tank which could release contaminants in the water if constructed without the proper considerations. Which water well could be affected by the implementation of this septic tank?
Possible answers: A, B, C, Not enough information
- Hint: Remember, groundwater flows from high elevation to low elevation, perpendicular to the contour lines.



Procedures:

- Instructor will need to set up stations before class (see materials needed). It is best if the stations have a picture/model/activity for students to interpret or help them reach the correct answers.
- At the beginning of class, instructor will pass out the following to each group:
 - Map of Station Locations
 - 1 IF-AT Card
 - Sealed Hint Envelopes for each station (10-25)
- Instructor explains how Amazing Race Geology Edition works:
 - Groups will travel to different stations, complete the mini activity and answer the posed question as a group.
 - They will scratch off their first choice, if they are correct they can move on to a new location. If they are incorrect, they have the option to open the Hint Envelope and try again or just try again until they get the answer correct.
 - Rules for students:
 - Only 1 group at a station at a time.
 - Once your group is finished, you must reset the station for the next group before moving on.
 - Scoring:
 - 1st answer correct: 10 points
 - 2nd answer correct: 8 points
 - 3rd answer correct: 6 points
 - When there is about 5 minutes left of class, all groups will reconvene in the classroom and count their score.
 - The team with the highest score wins the amazing race!

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Distance Education:

This game has been altered for Distance Education as follows:

- All “stations” have been transferred to google slides ([access here](#))!
- Using break out rooms in ZOOM, teams access the google slides, complete the challenges, and check their answers consulting a CANVAS quiz.
- For any incorrect quiz answers, groups are encouraged to go back and work through the problems to understand where they went wrong.
- The first team to complete the Amazing Race with all correct answers wins!

Contact:

- Please email Daneshmand_Angela@sccollege.edu if you have questions or comments!