

SUPER SCIENTIST MATCHING ACTIVITY SHEET

Objective:

Students will learn the names of key scientists and their fields of study.
Students will have practice timing trials and recording data.

Directions:

1. You have in front of you two sets of cards. One has the names of the various kinds of scientists and the other has their field of study. On the back all cards are labeled with corresponding letters. That means “a “ matches with “a” and “b” match with “b”, etc.
2. There are to be four people in each group. One person is Quality Control, another is the Timekeeper, the third is the Recorder/taskmaster and the fourth is the person playing the game.
3. **How to play the game.** Put all the scientists on one side of the table and all of their fields of study on the other side of the desk. Try to match up as many as you can in five minutes. **You may not look at the letters on the back!**
4. **Other job descriptions.**
 - Quality Control
 - Mixes up the cards on their sides of the desk.
 - Makes sure no cheating is happening during trial.
 - Counts the number of pairs that are correct after the person’s five minutes is up.
 - Timekeeper
 - Tells person when to start matching.
 - Tells person when to stop matching.
 - Makes sure that person has five full minutes.
 - Recorder/
Taskmaster
 - Records information on other side of this sheet.
 - Reports to entire class at the end.
 - Keeps group on task at all times.
5. Each person gets one try and then after that each person may get another try. All information should be recorded below.

Student	Trial 1	Trial 2

What happened to the data between trial one and trial 2? _____

Who knew the most scientists in your group? _____