

Survivor Unit Outline

- Day 1 Introduction - Pick teams and complete totem poles
Read Survivor Mail for Immunity Challenge – Super Surfers
NOTE: I usually do the introduction after our last unit test rather than take an entire class period.
- Day 2 Allow time to complete Super Surfers (in computer lab)
- Day 3 Announce scores from the challenge & award immunity necklaces
Tribal Council - Vote for team to lose points
Read mail for Reward Challenge – Teacher Trivia & complete challenge
Read mail for Immunity Challenge – Metric Mania & allow time for review
- Day 4 Collect necklaces & discuss the challenge
Allow time to complete Metric Mania
- Day 5 Announce scores from the last immunity challenge & award immunity necklaces
Tribal Council - Vote for team to lose points
Read mail for Reward Challenge – Inspector Gadget & complete challenge
Read mail for Immunity Challenge – ChemTime & allow time for review
- Day 6 Collect necklaces & discuss the challenge
Allow time to complete ChemTime
- Day 7 Announce scores from the last immunity challenge & award immunity necklaces
Tribal Council - Vote for team to lose points
Read mail for Reward Challenge – Word Whomp & complete challenge
Read mail for Immunity Challenge – GeoTroopers & allow time for review
- Day 8 Collect necklaces & discuss the challenge
Allow time to complete GeoTroopers
- Day 9 Announce scores from the last immunity challenge & award immunity necklaces
Tribal Council - Vote for team to lose points
Read mail for Reward Challenge – Super Scientists
Give students time to practice for the challenge with the vocab matching cards
Complete challenge & present rewards to the winning team
Read mail for final Immunity Challenge – Trivia Time & allow time for review
- Day 10 Collect necklaces & discuss the challenge
Allow time to complete Trivia Time (30 minutes)
Check trivia pages, announce the winner, and award immunity necklaces
Tribal Council - Vote for team to lose points

NOTE: If a team member loses their immunity necklace or it is left at home/locker/etc. when it is time to turn it in, their team loses 10 points from the score. If the necklace is returned, the team will be credited with 5 points.