

NAME THE SCIENTIST

Description:

Students will be required to identify prominent scientists and their contributions to their field(s).

Number of Participants: 1

Approximate Time: 1 hour

The Competition:

The competition will be in two parts. Part I: students will play a concentration game in a group of four that consist of matching the scientist to their invention, discovery or contribution. Part II: is a quiz on some of the scientists' contributions to science. For example: Name the French chemist _____ who discovered a method for processing milk to reduce the bacteria content.

Scoring:

In the concentration game each student will receive one point for each successful match. 6 x 6 matrix is used for concentration game (18 scientist cards + 18 contribution cards). In the quiz each correct answer will be one point. High score wins.

Sample List of Scientists and/or Inventors:

Benjamin Franklin
Galileo
Wilbur Wright
Thomas Edison
Alexander Graham Bell
Edwin Powell Hubble
Carolus Linnaeus
George Washington Carver
Sally Ride
Sir Henry Cavendish
Robert Fulton
Joseph Priestly
Linus Pauling
Albert Einstein
Johann Kepler
Michael Faraday
Edward Jenner
Madame Curie
William Harvey
Andre Ampere

Sir Isaac Newton
Anton Van Leeuwenhoek
Eli Whitney
Edward Teller
Robert Goddard
Wilhelm Rontgen
John James Audubon
Louis Pasteur
James Watt
Sir Humphrey Davy
Gregor Mendel
Charles Darwin
Jonas Salk
Neil Armstrong
Antoine Lavoisier
John Dalton
Samuel F.B. Morse
Rachel Carson
Robert Koch
Robert Bunsen



- *Only non-verbal communication will be allowed between partners.
- *15 minutes will be allowed for the concentration game.
- *They will do the concentration game first when they enter the room.
- *They will be given 20 minutes for the written test.
- *The tie breaker is the time on the concentration game.
- *The concentration game will have 18 scientists and their inventions for a total of 36 playing cards for the game.
- *The game will be set up in a six by six matrix.
- *Concentration game: One partner will turn over two cards. They will look to their other partner to see if they want to keep the cards or not. If they keep that match they need to carefully stack their matches in a pile in the middle. If they choose to not keep the match the person who turned them over to begins with, turns the card back over, before the opposite player goes. (Try to teach them to put the cards back in the same spot to help them remember where things were)
- *Let them know to keep their stack of matches neat because at the end of their game they raise their hand to let us know and we come by with a clothespin and clip their matches together to be scored.
- *The written test is a balance of multiple choice, fill in the blank, True and False, and matching. There is a total of 16 questions on the test. (Spelling the names of the scientists on the fill in the blank questions provide another tiebreaker opportunity)