

The “A-ha!” Aspects of Petra

Educational Guide: Research

Level: 3-12

Time: Student/Teacher Choice

Origin: Petra

Key Words: Petra, “A-ha!” facts, features, resources, game, original design

More about this resource:

Students love high-interest facts and information. This lesson gives students the opportunity to search and compile a list of these “A-ha!” facts. Once these are found, students can apply these to a game of their own design.

This lesson includes:

- Resource list for “A-ha!” facts
- Description of “A-ha!” facts
- Game design

Michigan Framework:

Strand 5 Inquiry

Standard 5.1 Information Processing

Students will acquire information from books, maps, newspapers, data sets, and other sources; organize and present the information in maps, graphs, charts, and time lines; interpret the meaning and significance of information; and use a variety of electronic technologies to assist in accessing and managing information.

Benchmark 5.1.1

Locate information using people, books, audio/video recordings, photos, simple maps, graphs, and tables.

Benchmark 5.1.7

Locate and interpret information about the natural environments and cultures of countries using a variety of primary and secondary sources and electronic technologies, including computers and telecommunications where appropriate.

Benchmark 5.1.10

Locate information pertaining to a specific social science topic in depth using a variety of sources and electronic technologies.

Benchmark 5.1.12

Develop generalizations pertaining to a specific social science topic by interpreting information from a variety of sources.

Lesson Site

Petra Lost City of Stone

Activity: Research

Time Required: Student/Teacher Choice

Age Level: 3-12

There are many incredible facts and features of Petra. Students will use a variety of primary and secondary sources and electronic technologies to gather outstanding information about Petra. A resource list is provided on this Calvin Web site for students to explore. This may be done alone, in pairs, or in small groups. An example of these "A-ha!s" is the fact that a camel can carry 900 pounds!

Once the facts and features are found, then students will create a game of their choice using this information. The game may be designed as a familiar board game or a television game show, or it may be an original student design. These games may be played at various school times or checked out to take home and inform parents about the wonders of Petra.

Reference Lists - <http://www.calvin.edu/petra/educators/references.php>
Educational references are courtesy of the American Museum of Natural History.