

USING GOOSECHASE ONLINE SCAVENGER HUNT AND FAMOUS SCIENTISTS

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Technology Focus: Students use an app called Goosechase and do a photo and/or video scavenger hunt where they obtain short clips on a topic (in this case - about careers). They can later use this footage to make a video or presentation about a famous scientist and their chosen career.

Description: Goosechase is an online scavenger hunt website. Students download an app and try to meet achieve all of the missions before everyone else. In this context, they will be achieving missions about famous scientists and science careers. Everyone has different experiences and this is a fun way that students will be discovering different things about different people's experiences. These experiences will be woven together in a video, online poster or narrated slideshow.

Level: Beginners welcome - but it might help if you have used other tech tools or at least have used something like Google classroom, Facebook, etc. This will help you to understand functions like having a newsfeed, assigning a passcode and directing the students to download an app and use the passcode to find your game to play.

Audience: Students of all ages - Intermediate/Senior/Secondary tested. Works for General Science as well as Senior Science courses. For the Goosechase itself, any high school student could use this easily as the app is very intuitive.

Tool Highlights: What technology specifically will you be highlighting? Goose chase (scavenger hunts for the masses). The teacher uses a website and the students download and use an app to their cell phones or ipads. This app can only be used online. The preferable setting for the students to obtain their information for the scavenger hunt is at school (wifi is needed to use this). The free version allows up to 5 teams to compete at once and you can duplicate the game for different class sections. The teacher can only have one "live" (active) game at a time.

Focus: The focus of this project is to get students to 1) do a survey of some Canadian & international scientists through Goosechase; 2) focus in on one scientist and 3) gather this information into a short video, online poster or narrated slideshow (such as Adobe Sparks).

Ministry Expectations:

Overall Expectations (every course)

A2. identify and describe a variety of careers related to the fields of science under study, and identify scientists, including Canadians, who have made contributions to those fields.

Specific Expectations (every course)

A2.1 identify and describe a variety of careers related to the fields of science under study and the education and training necessary for these careers

Key Concepts:

Prior skill sets: Familiarity with downloading an app and creating an account would be useful. Familiarity with video making programs such as Windows Movie Maker, iMovie or Adobe Sparks an asset (but could be learned).

Materials and Equipment (electronic device such as cell phone to take video or photos) and possibly a computer with video editing software such as Windows Movie Maker (free).

Instructional strategies

Teachers can use the Name Game as a fun mixer and to assess prior knowledge, the Goosechase game to have students obtain information, the Taboo game to consolidate knowledge or gauge how much they have learned and view the videos or narrated slideshows to assess a deeper knowledge of a particular scientist.

Safety (both in the classroom and online - using third party tech tools) - not a high risk. Goosechase is a closed app and students will be taking video footage and pictures. Students should be asking permission of the people that they are taking pictures or videos of.

Making a Goosechase Mission

Want a comprehensive video overview of how to use Goosechase?

Mitch the Teach talks about Goosechase (9:41 min)

<https://www.youtube.com/watch?v=qpabh42zO4s> (<https://www.youtube.com/watch?v=qpabh42zO4s>)

Getting Started

Go to www.goosechase.com (<http://www.goosechase.com>) and make an account. Go to mygames and click on NEW GAME. Enter the name of your new scavenger hunt. You can even put in a picture to go with it. You can have a password (make it memorable so that students can select the game more easily). Adding the name of your school under, "location" helps

too.

Create a Mission

You are now ready to create a MISSION. You can create your own, use some pre-made ones provided or use some of your previously created missions.

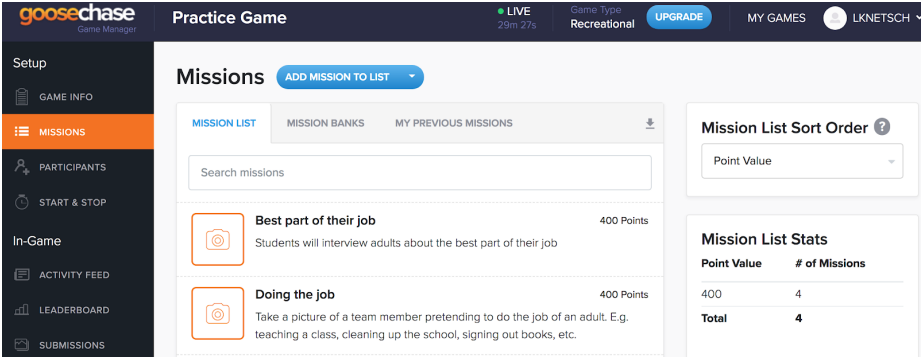
If you want to create your own, select, “add mission to list” and type in a short form description and then a longer description of your mission. There will be a number of missions that the students will have to do to finish the scavenger hunt. You can see the sample below in the following screenshot.

You can also make different missions be worth different amounts of points depending on how hard they are to achieve. Remember that you can give the students 30 min to 7 days to finish the scavenger hunt. Here are a list of questions (missions) that students could ask adults in the building about their work life to get you started:

- What was your proudest moment this year (or in the last few years)?
- What do you like best about your job?
- What is the most satisfying thing about your job?
- What is the worst part of your job?
- Is job security more important to you than job satisfaction? If you were unhappy in your job, would you accept a lower paying job that made you happier?
- How you do see yourself in the next 5-10 years?

At this time you can select the format that you want the students to submit their missions - photo, text or video (or all of them) and whether you want the submission to end up in the the feed or not (it is a newsfeed like on Facebook, where the students can see each other’s progress so they can see where they are in relation to others. Don’t forget to put in the location (general or school), which will help students to find the right game when signing up. You can also put in a

passcode (very helpful for students trying to join the game).



So you can see in the screenshot above that I have two missions for my scavenger hunt. On the left menu bar you can see that there is an activity feed, where students can see how everyone else is doing and a leaderboard so that they can see who is ahead in the game.

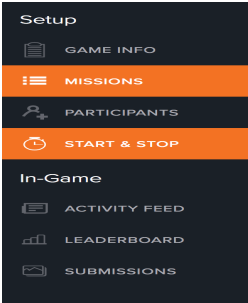
Goose chase is very intuitive and easy to figure out but part that takes some getting used to is knowing how to get back into a particular scavenger hunt. The key is to make sure that the name of the scavenger hunt that you are working on is on the top of the page. This mission is called, “practice mission”, which can be found at the top of the page.

Beside the name of the scavenger hunt on the top bar, there will be a status button that will show up as, “draft” with a blue circle or “live” with a green circle if the scavenger hunt is ongoing or, “closed” if the game is over.

Start the game!

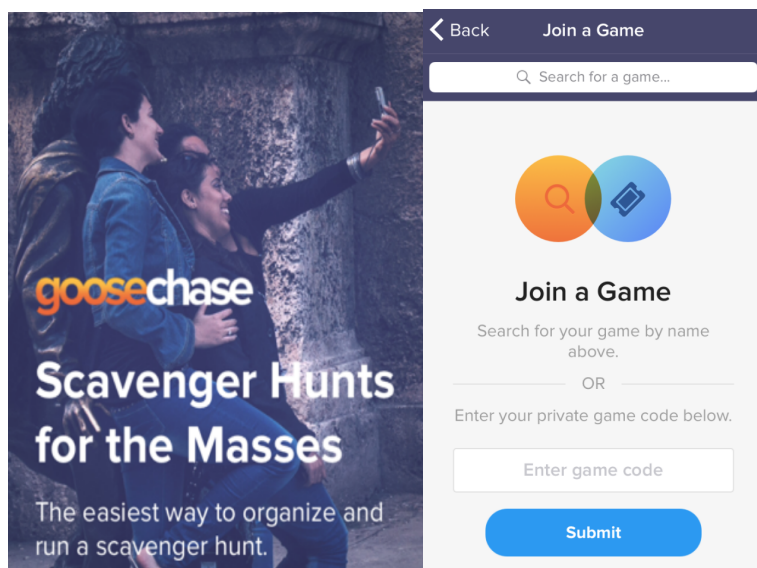
Now that you have created the game with 5-10 missions, it is time to go live! On the menu bar on the left, you can see that there is a, “start & stop” button on the left. When you select that, you can select how long you want the game to last (from 30 min to 7 days). A longer goosechase means that they are doing the game on their own time and they can manage their time. It’s worth pointing out that Goosechase does not work offline so if wifi is not available, then this is not a good option for your class. Also, you can only have one game, “live” at a time so if you have multiple classes use it at a time, then you have to stagger them if you have the timeline be 3-7 days. If you use a shorter timeline (30 min-1 hour), the

classes are at different times and then the games are “live” at different times.

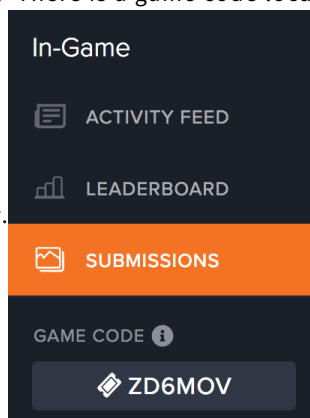


Instructions for students

Students need to download the app (it’s free) and can only use it while online.



The students need either a game code or a game name. If you fill in the location as well (school name would make things the easiest), that would be helpful. There is a game code located on the left menu bar that you can also tell the students



to help them find the game quickly.

It is a good idea to do a practice round with the students. Have them download the app, start on a scavenger hunt that only has a few short missions, for example: take a selfie with you and your partner(s). This way, any technical issues can be taken care of. Students get very excited and want to start right away so it is important that no one feel disadvantaged. There are only 5 free users so select five students to join the game and THEN have the group leaders form a group name and add members to the group.

What if a student does not have a phone? Students would require one phone or ipad per group, so you can ask who has a phone (and brings it to school). Those who do not have one can use school ipads (if your school has them). If you are doing this project with the gr. 10, 11 or 12 students, a good portion of them possess one.

Need extra help? Have questions? The goosechase website has lots of instructions, including FAQs (frequently asked questions) that pertain directly to using Goosechase in an educational setting. For example, how to I use a game for separate sections of the same course? The answer is in the link below:

<https://goosechase.zendesk.com/hc/en-us/articles/115009584048-Using-GooseChase-with-Multiple-Class-Sections>
(<https://goosechase.zendesk.com/hc/en-us/articles/115009584048-Using-GooseChase-with-Multiple-Class-Sections>)

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Instructional Planning and Delivery:

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Practice Game: Goosechase sample activity (30 min time frame)

Select 5 students with cell phones (or you can provide school tablets for student loan) and ask them to download the app. You can give them a quick game as a practice. Here are some practice missions for a sample game:

- 1) take a selfie with at least 2 people in the group wearing two pieces of PPE (personal protective equipment)
- 2) take a video of one of a group member talking about their favourite scientist
- 3) take a video of them trying to sing the periodic table song or the ASAP Science's love song or, "We all live in a yellow submarine"
- 4) take a picture of one of the members of the group reading their favourite book in the library
- 5) Take a picture of two of the group members with a staff member

Optional Activities:

- Picture Taboo
- Taboo Careers
- Name Game - Famous Scientists

These activities can be done any time. The name game has students trying to guess the name of the famous scientists that is written on their back. This can be done as a formative piece. After the students do the Goosechase, this can be reinforced with Taboo Careers or Picture Taboo of the famous people.

Period 1: Famous scientists Goosechase (1 period or less)

Get five students to download the Goosechase app, and input the game code or name. Those five students can add other students to their team. This can be done in class or over several days. Another option is to give them time to start it in class. The following files: Goosechase Famous Scientists- Grade 9 and 10 Science or Goosechase - Science Careers: Grade 11 or 12 U Biology are pre-made missions.

If you do not want to use class time for this you can assign it for homework and give them 1-3 days to complete it. You can only have 1 "live" game going at once (for the free version) so if you give them several days and you have more than one section you cannot run them at the same time. You would have to stagger them. The sample game can be done with several sections of classes as they are not going "live" at the same time.

Period 2: Library period (video editing work period)

Students can take their footage and other information and pull it together into a slideshow, Adobe Spark narrated slideshow or video (using a free program such as Windows Movie Maker). Be aware that editing video takes a large time commitment so choosing to use Google slides with links to videos would be much less time consuming to produce. This is not meant to be a major project. Use the following files to assign the project: Careers Project - Grade 9 or 10 Science or

Career Project - senior Biology. Using Adobe Sparks as a product would be ideal as students can insert pictures, clipart and add music and student narration to produce a stunning product in a short span of time. There are samples and tutorials on their website: <https://spark.adobe.com/edu/> (<https://spark.adobe.com/edu/>)

Period 3: Viewing the Famous Scientist videos or slideshows

Teaching Suggestions/Hints: One suggestion is to use the sample mission (or create own) and try it out with a couple of colleagues or students so that you know what to expect from the Goosechase app. There is an option for a 30 minute mission.

Assessment strategies

1. The Name Game can be done at the start of this sequence (assessment for learning) to gauge their previous knowledge
2. Students will be doing the Goosechase scavenger hunt, which will show up on the newsfeed for all students and the teacher to see (it is possible to adjust settings so that only the teacher sees the newsfeed) - assessment as learning.
3. Students can play the Taboo game (with words or pictures) for famous scientists (assessment as learning) as a consolidation piece to see what they have learning/processed about these famous scientists
4. Students will be creating a slideshow with a series of video clips or an online poster which will be marked (assessment of learning) with a rubric (provided).

NEXT STEPS/EXTENSIONS/ACCOMMODATIONS/OTHER TOPICS FOR THIS TECH TOOL:

Goosechase can be used in a variety of ways. It can be used during class for a fun activity or a short piece of homework. The missions can include text, photos and video. An English teacher had them use it to have teachers answer questions central to the Shakespeare play under study. One of their missions was to quote a passage to another teacher. Another might be to write their own sonnet, which they would post to Goosechase. Video clips and photos were later gathered together and used for a final video.

Science examples could ask the students to complete a goosechase around lab safety: Lab Safety Mission - have two or more students take a picture with 2 or more pieces of PPE (personal protective equipment). You could ask them to have a text challenge with their favourite scientist, favourite invention, favourite equation or scientific discovery. This could be a great first day activity. It can also be used as a jumping off point to any deeper topic.

ADDITIONAL RESOURCES:

- Picture Taboo
- Taboo Careers
- Name Game - Famous Scientists
- Goosechase Famous Scientists- Grade 9 and 10 Science
- Goosechase - Science Careers: Grade 11 or 12 U Biology
- Career Project - Senior Biology

- Career Project - Grade 9 or 10 Science

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For further research and information:

1. Hervolution - Canadian women in STEM

<https://www.hervolution.org/canwomenstem150/>

2. VROC (Virtual Researchers on Call) - do a skype type video call with a researcher

<http://www.pirweb.org/en/vroc/> (<http://www.pirweb.org/en/vroc/>)

3. NOVA Television series - The Secret Life of Scientists

<https://www.pbs.org/show/secret-life-of-scientists/> (<https://www.pbs.org/show/secret-life-of-scientists/>)

4. Lego scitweeps (93 famous scientists and engineers in Lego form with links to their Twitter feeds)

https://www.flickr.com/photos/pixbymaia/sets/72157623988000684/?ytcheck=1&new_session=1
(https://www.flickr.com/photos/pixbymaia/sets/72157623988000684/?ytcheck=1&new_session=1)

5. Dr. Imogen Coe (Ryerson University) - researcher and promoter of equal rights for women and diversity

<https://www.huffingtonpost.ca/author/dr-imogen-coe/> (<https://www.huffingtonpost.ca/author/dr-imogen-coe/>)

6. A list of prominent scientists and their contributions

<http://bantingresearchfoundation.ca/impact/> (<http://bantingresearchfoundation.ca/impact/>)

7. A website with biographical information of notable people

<http://www.notablebiographies.com/> (<http://www.notablebiographies.com/>)

8. A list of science career profiles

<http://explorecuriocity.org/Explore?q=biotechnology&res=Career+Profiles> (<http://explorecuriocity.org/Explore?q=biotechnology&res=Career+Profiles>)

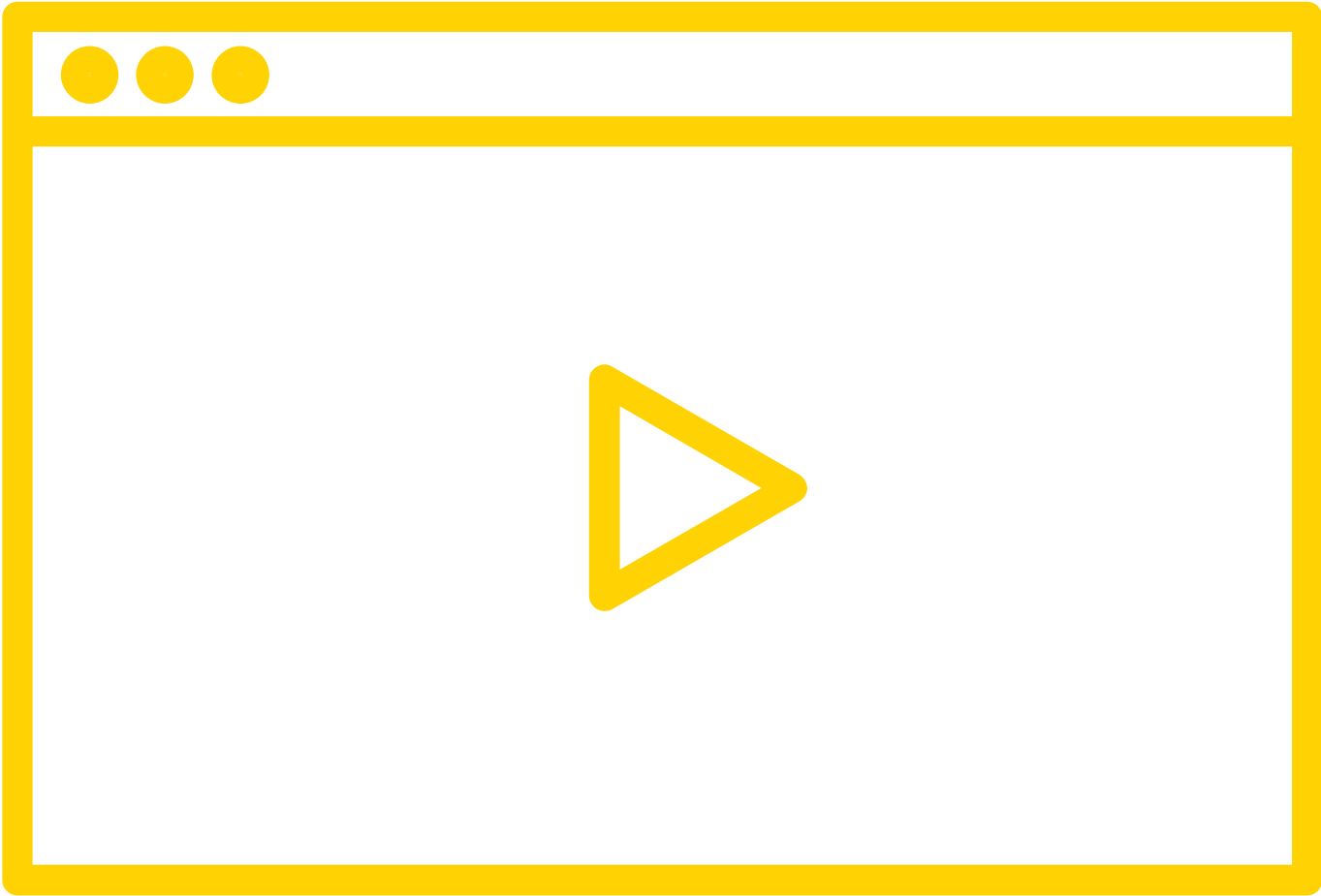




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WATCH THE VIDEO

01:45 min

(//www.youtube.com/embed/YMIOz5TDUIQ?width=800&height=450&iframe=true)

RESOURCES

-  [Goosechase How To Instructional Video \(https://www.youtube.com/watch\)](https://www.youtube.com/watch)
-  [4 name game famous scientists final.docx \(https://connex.stao.ca/sites/default/files/4_name_game_-_famous_scientists_final.docx\)](https://connex.stao.ca/sites/default/files/4_name_game_-_famous_scientists_final.docx)
-  [5 goosechase famous scientists grade 9 and 10 science final.docx \(https://connex.stao.ca/sites/default/files/5_goosechase_famous_scientists_-_grade_9_and_10_science_final.docx\)](https://connex.stao.ca/sites/default/files/5_goosechase_famous_scientists_-_grade_9_and_10_science_final.docx)
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