



Carnival Guide

Background

Welcome to the **Primary Energy Carnival**—nine games designed to reinforce information about the ten major energy sources, renewable and nonrenewable energy, and the ways we use energy. The carnival is designed for students in grades K-3. Each game comes with instructions and can be played independently.

The carnival can be played by a single class or by several classes at the same time. Student teams spend up to five minutes at each station and win energy bucks by answering questions and solving problems. Our instructions are geared for a nine station carnival program with six students on a team (maximum of 54 students). For smaller groups, use fewer carnival games or reduce the number of students on each team. For larger audiences, plan additional circles.

Get Ready

1. Complete one or more sets of the **Primary Energy Carnival** games you would like your students to play. When choosing questions for each game, try to pick questions pertaining to material that you have already covered with your class. Students won't enjoy playing the carnival games if they don't know the answers to any of the questions.
2. Secure a room large enough to accommodate the number of tables you will need, based on the number of games you have selected.
3. Familiarize each carnival game leader with the rules and operation of his/her game. The success of your carnival depends upon the enthusiasm and ability of your carnival leaders.
4. Select one or two individuals to be carnival ringmasters. They will be responsible for giving directions to the whole group.
5. Duplicate (on colored paper) and distribute ten \$1 energy bucks and five \$5 energy bucks to each game leader. Masters of the energy bucks are included in this guide (pages 5-6).
6. Secure prizes for the top teams. Prizes can be energy related—such as food, solar calculators, yo-yos, frisbees, NEED t-shirts, sport bottles, and other NEED prizes.
7. Create a carnival atmosphere by decorating the room with balloons, streamers, and table skirting. Purchase or make outfits for each carnival game leader and the carnival ringmasters—vests, skimmer hats, and arm-garter belts.

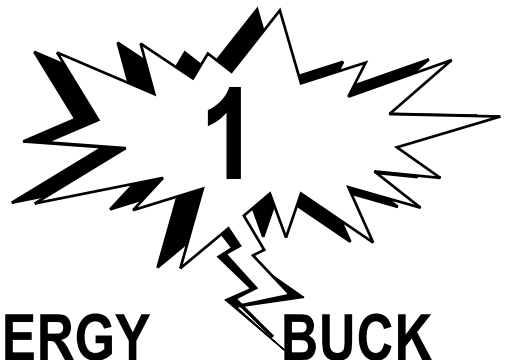
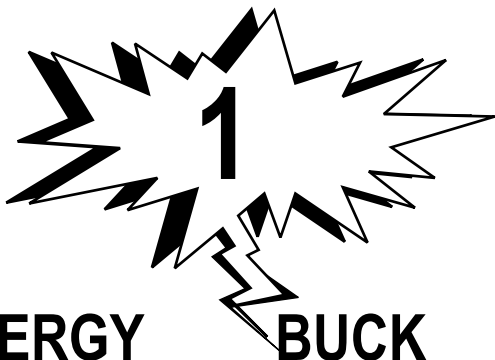
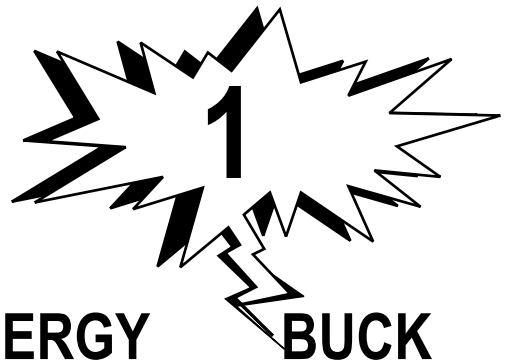
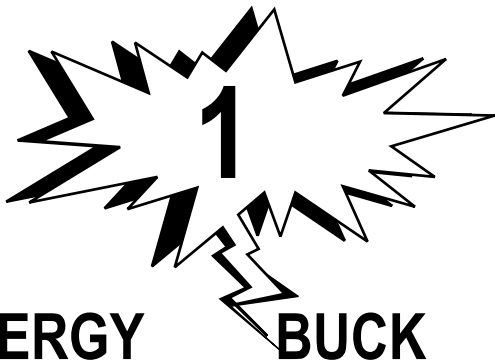
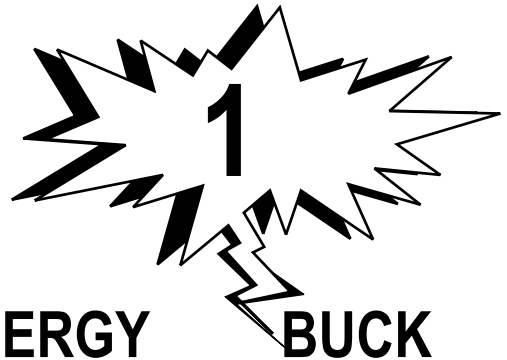
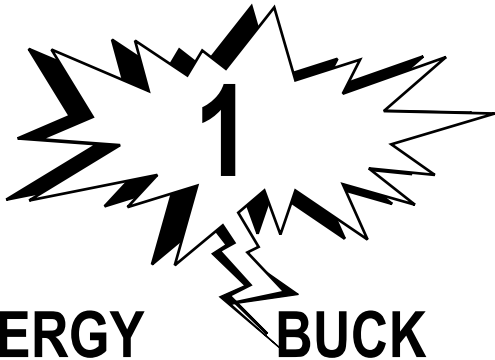
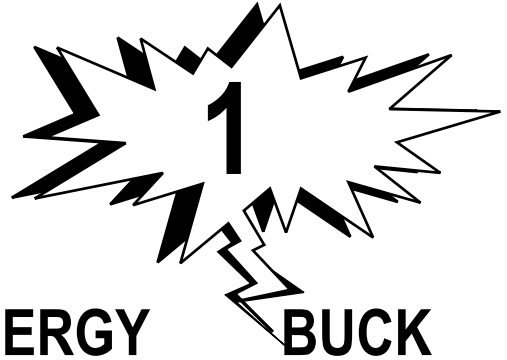
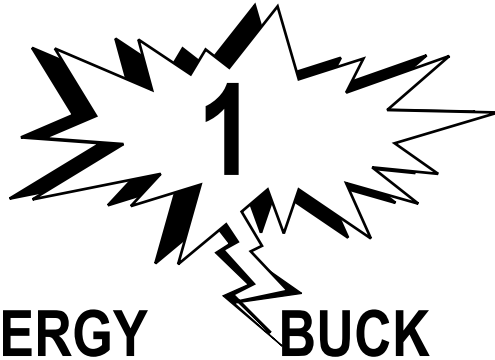
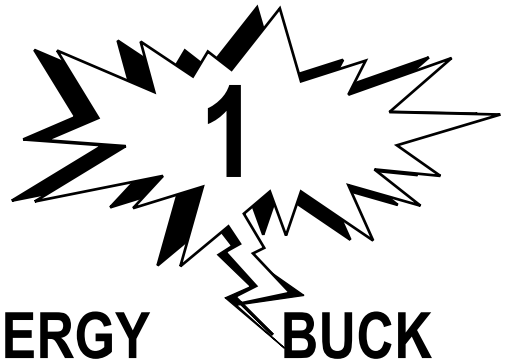
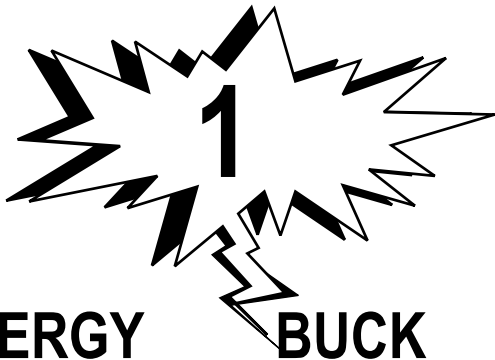
Get Set

1. Set up carnival game tables in a circular pattern. The size of your circle will depend on the number of games you have chosen.
2. Organize students into teams of no more than six students and assign each team to a game table. Have each team select a team spokesperson and a treasurer. The spokesperson will give the team's answers. The treasurer will be in charge of the team's energy bucks.
3. Choose a timekeeper to make sure the carnival runs in a timely manner.

Go!

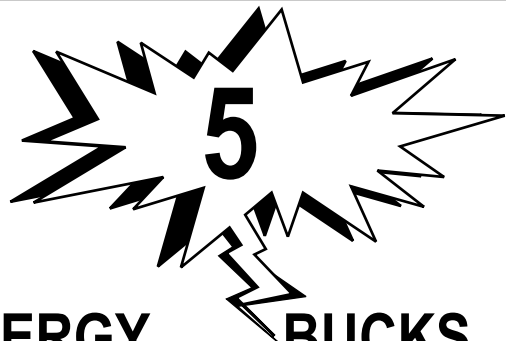
The ringmaster should call everyone to attention and give the following instructions:

1. Welcome to the **Energy Carnival**. Today, your team will use your knowledge of energy to win energy bucks that can be traded for prizes.
2. Your team will have five minutes at each of the energy carnival stations. Answers will only be accepted from your spokesperson. Each team should pick a spokesperson now.
3. At each station, the game leader will award energy bucks for correct answers. Each team should pick a treasurer to be in charge of the energy bucks.
4. Even if you finish a game early, stay at your station until I give the signal to move to the next. If you move before my signal, your team will be penalized five energy bucks.
5. When you get to each station, the game leader will tell you how the game is played. The game will not start until all of the game leaders have raised their hands to signal me that the teams are ready to play.
6. Carnival leaders, please explain how your games are played to this first group. When you are ready, raise your hand. When all hands are raised, I will give the signal to start. You will then have five minutes to play each game.





ENERGY BUCKS



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Energy Bingo

Students explore renewable and nonrenewable energy sources as they play bingo.

Materials Needed

- Eight Bingo Cards (4 renewable and 4 nonrenewable)
- Energy Spinners (pages 10-11)
- Two Dice
- Fasteners
- Bingo Markers

Get Ready

Enlarge the bingo cards (if you wish) and copy as many as needed.

Copy the energy spinners onto card stock and assemble. Punch a hole in the center of the wheel. With a fastener, attach the arrow to the wheel loosely enough so that it can spin freely.

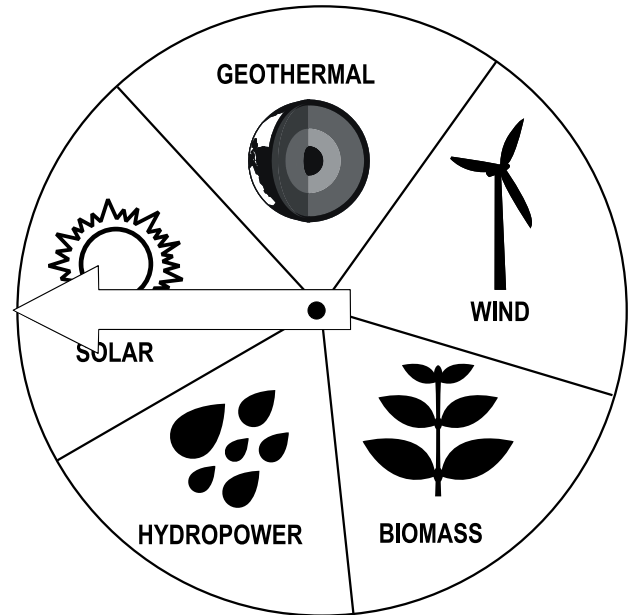
Get Set

Separate the renewable and nonrenewable games—place bingo cards, markers, energy spinners, and dice on a table.

Go!

Give these instructions to the carnival team:

1. You have five minutes to play two games of **Energy Bingo**—one about renewable energy sources and one about nonrenewable energy sources. Each student picks a bingo card and markers. The center of the card is a free space.
2. You will take turns spinning the arrow to choose an energy source and rolling the dice to select a number. Mark the number under the energy source on your card. The first person to get five squares in a row—up and down, across, or diagonal—calls **BINGO**. Then we will play the second game.
3. You will receive two energy bucks for one bingo and five energy bucks for two bingos.



RENEWABLE ENERGY BINGO				
				
6	8	2	7	9
3	5	9	2	12
11	10		4	5
4	12	8	6	3
9	2	7	11	8

RENEWABLE ENERGY BINGO				
				
3	7	9	4	12
2	12	8	6	5
9	5		3	10
11	4	2	9	3
6	8	7	11	4

RENEWABLE ENERGY BINGO				
				
4	10	5	12	6
11	3	8	4	9
6	11		2	5
12	7	5	9	3
8	4	2	10	7

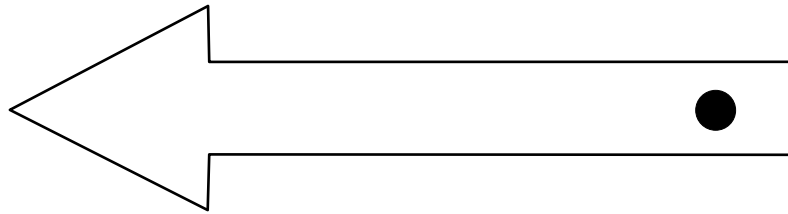
RENEWABLE ENERGY BINGO				
				
11	3	12	7	9
8	4	2	8	3
10	6		12	4
2	7	3	5	8
4	5	6	10	11

NONRENEWABLE ENERGY BINGO				
				
6	8	2	7	9
3	5	9	2	12
11	10		4	5
4	12	8	6	3
9	2	7	11	8

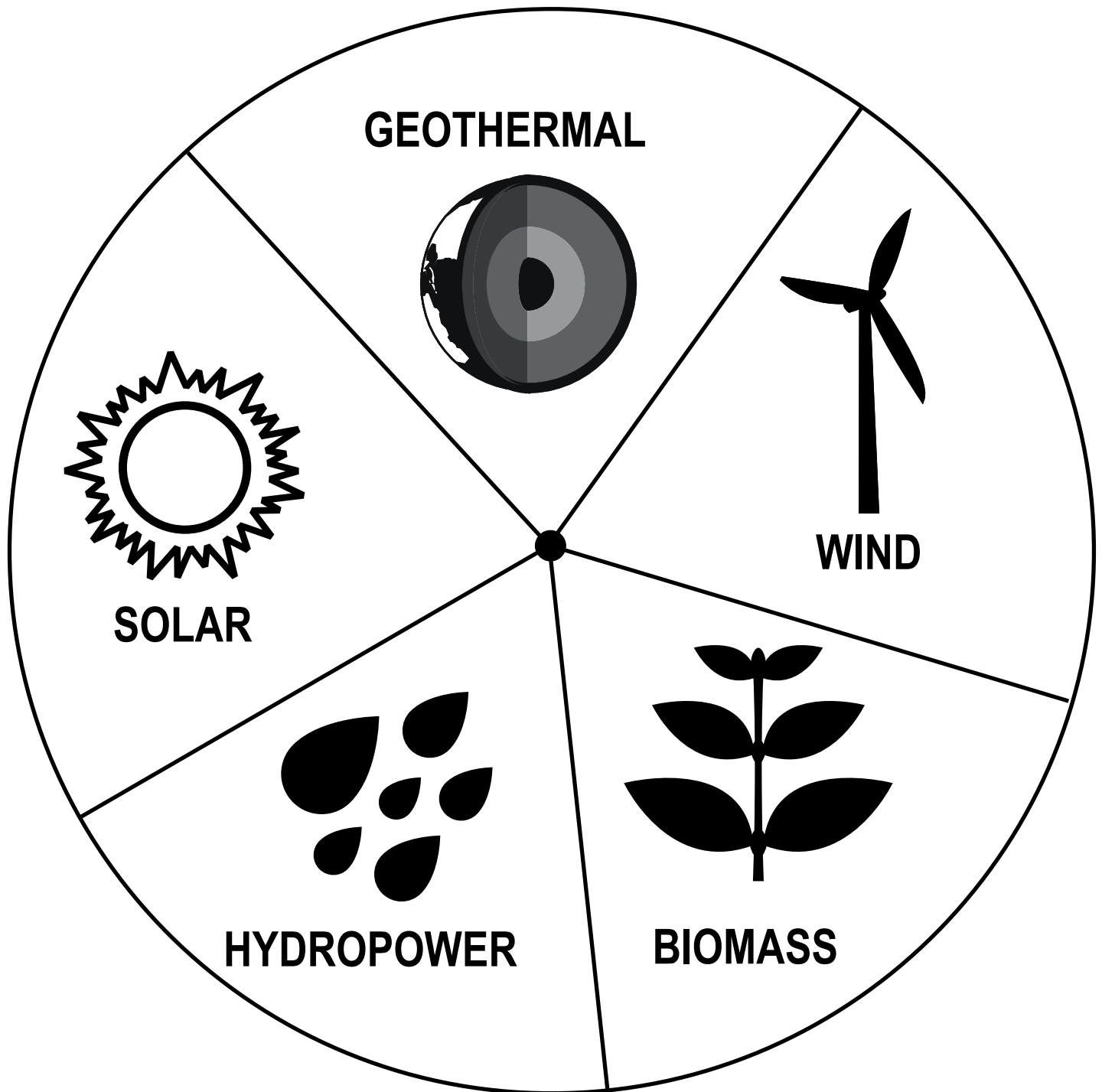
NONRENEWABLE ENERGY BINGO				
				
3	7	9	4	12
2	12	8	6	5
9	5		3	10
11	4	2	9	3
6	8	7	11	4

NONRENEWABLE ENERGY BINGO				
				
4	10	5	12	6
11	3	8	4	9
6	11		2	5
12	7	5	9	3
8	4	2	10	7

NONRENEWABLE ENERGY BINGO				
				
11	3	12	7	9
8	4	2	8	3
10	6		12	4
2	7	3	5	8
4	5	6	10	11



RENEWABLE ENERGY BINGO





NONRENEWABLE ENERGY BINGO

