

Name: _____

Date: _____

TOC #: _____

Norris Knowledge

We are going to create a game that can be played in class. The game will be called Norris Knowledge. You are responsible for making the game cards for Norris Knowledge. There are five main categories: Draw it, Mold it, Write it, Solve it, and Memory Trick it. Your homework is to come up with at least five cards for the game. Your questions can be in any category. They need to come from our first two units and answers are needed. You will submit your cards on _____.

Draw It: These are things that can be drawn on a white board.

Example: Draw the metric stair steps

Mold It: These are things that can be molded out of clay or play doh.

Example: Mold a pipette.

Write It: These are things that can be written down on a white board such as a one word answer.

Example: Write the word that means 100.

Solve It: These are things that can be solved.

Example: Solve $62.54\text{cm} = \underline{\hspace{1cm}} \text{Hm}$

Memory Trick It: These are hints and clues to help us remember a topic.

Example: Think of a memory trick to remember which LOS #1 words are whole numbers or fractions. Answer: End in an "o" or "a" whole number (hecto, deca, kilo) and end in an "i" fraction (centi, deci, milli).



