

DEMO #2 PLAN

Materials/Prep:

In cabinet:

- most rock samples
- 10 dice
- station signs

Get from Craig Sanders:

- additional rock samples

Notes:

For magma, I used a picture. For sediments, I put sand, gravel, and mud in cups. For hydrosphere/biosphere, I used water in a cup and some leaves. For exercise 2, I had them ID the gneiss, the conglomerate, the vesicular basalt, the quartz monzonite, and the tufa (one of each of the major rock types). I taped over the labels with duct tape.

Logistics:

- I briefly explained the demo and had people count off "1,2,3...10" around the room to assign groups.
- People then broke up into groups and did exercise #1. Be sure to tell people to not stay in groups as they play the game. It took about 15 minutes for people to visit enough stations to get the point across.
- We then reconvened and reviewed the key processes and pathways leading to each rock type, with the students providing most of the info. I also pointed out that the main pathway into the game (mantle -- oceanic crust -- magma rising at trench) was one-way, and there was no pathway out of the game.
- I then briefly explained exercise #2 and we walked down to the rock garden.
- We arrived at the rock garden with about 5 minutes remaining in class, but that was fine. Most people finished in about 10 minutes.

Comments/Improvements:

- Generally worked well. Most people successfully ID'd the rocks in the rock garden, and could state the process leading directly to each rock type.
- Having the professor and 2 TA's rove around during the rock cycle game and point out key rock features was very important.