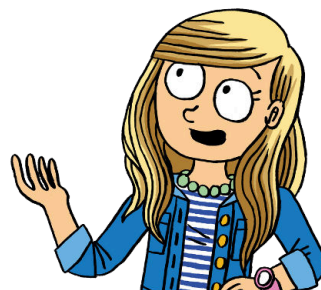




Curriculum Guide

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Two Whats?! And A Wow!

Curriculum Guide

Show overview: *Two Whats?! And A Wow!* is an interactive, science-based game show hosted by Guy Raz and Mindy Thomas! In each episode, contestants are challenged to separate the real-life facts (a.k.a. the WOWs!) from the made-up fiction (a.k.a. the WHATs?!). Episodes cover a range of topics guaranteed to get listeners interested in and engaged with science.

Suggested Grade level: Pre K-6

Subjects: Science, STEM, ELA

Curriculum Connections: Earth & Space Science, Engineering & Technology, Life Science, Physical Science

Average episode length: 15 minutes

The *Two Whats?! And A Wow!* curriculum guide contains everything you'll need to start using this podcast with students in your classroom. Whether you are putting together an individual lesson or a whole unit on a particular science topic covered in the show, this comprehensive guide provides support to help you do so. We have also included specific lesson ideas that can be seamlessly integrated into your current curriculum.

Aligning With Curriculum

Science Standards

Within the Next Generation Science Standards (NGSS), there are three distinct and equally important dimensions to learning science. These dimensions are combined to form each standard—or performance expectation—and each dimension works with the other two to help students build a cohesive understanding of science over time.

The Three Dimensions of Learning Science	How Listening to <i>Two Whats?! And A Wow!</i> Supports the Three Dimensions
<p>Crosscutting Concepts help students explore connections across the four domains of science, including Physical Science, Life Science, Earth and Space Science, and Engineering Design.</p> <p>When these concepts, such as “cause and effect”, are made explicit for students, they can help students develop a coherent and scientifically-based view of the world around them.</p>	<p>Listening to Mindy and Guy Raz investigate the latest discoveries in science, technology and innovation in every episode helps students develop a coherent and scientifically-based view of the world around them.</p>
<p>Science and Engineering Practices describe what scientists do to investigate the natural world and what engineers do to design and build systems. The practices better explain and extend what is meant by “inquiry” in science and the range of cognitive, social, and physical practices that it requires. Students engage in practices to build, deepen, and apply their knowledge of core ideas and crosscutting concepts.</p>	<p>Listening to <i>Wow in the World</i> lets students “see” Mindy and Guy Raz modeling science and engineering practices as they create representations, explain complex phenomena, test design ideas, and communicate to each other about scientific concepts.</p>

Disciplinary Core Ideas (DCIs) are the key ideas in science that have broad importance within or across multiple science or engineering disciplines. These core ideas build on each other as students progress through grade levels and are grouped into the following four domains: Physical Science, Life Science, Earth and Space Science, and Engineering.

Episodes explore all four domains.

English Language Arts (ELA)

The Common Core State Standards (CCSS) call for several Key Shifts in Language Arts that have implications across the curriculum. See how *Two Whats?! And A Wow!* aligns with these Key Shifts in the English Language Arts.

ELA Practice	How Listening to <i>Wow in the World</i> Supports ELA
Regular practice with <u>complex texts</u> and their academic language	Students can listen to episodes multiple times, with or without reading transcripts concurrently, in order to deepen their understanding. Listening to podcasts offers all students access to complex texts, regardless of reading level, which in turn can help students improve their reading skills. Listening also helps students to grow their vocabularies in authentic ways.

<p>Reading, writing, and speaking <u>grounded in evidence from texts</u>, both literary and informational</p>	<p>The scientific content featured in every episode provides material for high-level classroom discussions and/or analytic writing tasks. TinkerClass provides plug-and-play activities that promote this practice as well.</p>
<p><u>Building knowledge through</u> content-rich nonfiction</p>	<p><i>Wow in the World</i> episodes introduce listeners to content-rich, non-fictional historical accounts that can help students build background knowledge, which is critical to both listening and reading comprehension.</p>

Listening Flow

Before playing an episode

Share the episode title and description with your whole class, or a small group, and then...

- Prepare a KWL chart that lists what they know, want to know, and then learned about the subject featured in the episode
- Lead a “Turn-and-Talk” by having students turn to a partner and share a question they have or something they already know about the episode’s content
- Have students jot down curious questions they might have about the episode
- Introduce the episode topic along with a few topic-related vocabulary words from the episode

While playing an episode

Prime students to listen for key points to share afterward (use a note-taking sheet).

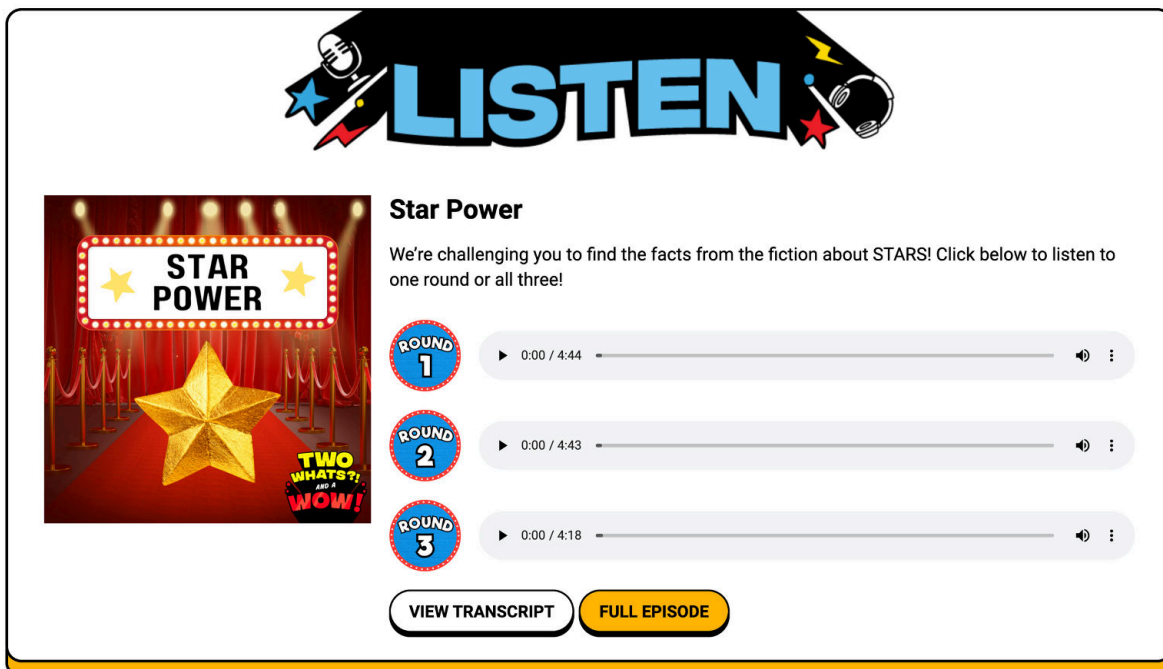
Model recording key information and content from the episode using a graphic organizer.

Give students the option to doodle or sketch as they listen.

You might find it helpful to pause the listening at key moments (like after each round) to

- check for understanding
- highlight important moments
- answer any questions

Have students read along using an episode transcript.



The screenshot shows a digital audio player interface. At the top, the word "LISTEN" is written in large, blue, stylized letters with a microphone icon on the left and a speaker icon on the right. Below this, the episode title "Star Power" is displayed. A short introductory text reads: "We're challenging you to find the facts from the fiction about STARS! Click below to listen to one round or all three!". To the left of the text is a thumbnail image of a red carpet with a large gold star and a sign that says "STAR POWER". Below the text are three audio player controls, each labeled "ROUND 1", "ROUND 2", and "ROUND 3" respectively. Each control shows a progress bar and a duration of 4:44, 4:43, and 4:18. At the bottom of the interface are two buttons: "VIEW TRANSCRIPT" and "FULL EPISODE".

Sample Two Whats?! And A Wow! episode

After playing an episode

Conduct a “Listen and Check” by asking students to reflect on whether or not the 3 things they predicted during pre-listening came up.

Conduct a Think-Pair-Share by allowing a few minutes for private reflection followed by a few minutes to share with partners. Then have a couple of students share with the class.

“Turn & Talk” to a partner to summarize the episode.

Record key information and content from the episode using a graphic organizer.

Ask students to reflect on the WOW. Did it surprise them? Or was it something they already knew about?

Have students make a list of follow-up questions they have about the subject of the episode.

If applicable, you can assign a **TinkerClass Guided Activity** that you want your students to complete and model how they might go about completing it.

Assign the **TinkerClass Make Your Own Gameshow Activity**.

PLAN

Now, gather 3 scientific facts, or WOWS, that relate to your category. You may have 3 fun facts already in mind. If so, great! If not, research your category to find 3 facts. Then, record them below.

FACT 1	FACT 2	FACT 3
Add text here!	Add text here!	Add text here!

TINKER Class

PLAN

First, choose a category or theme for your game – anything from astronomy to zoology! Keeping the category broad will help when you need to come up with 3 facts in the next step. Need category inspiration? Try one of these: oceans, birds, rocks, food or flowers.

The category is...
Add text here!

TINKER Class

Make Your Own Gameshow Slides

TinkerClass Connections



Listen



Wonder



Make

TinkerClass adds *podject*-based learning to every episode. Our *Two Whats?! And A Wow!* podjects invite students to listen, wonder, and make.

- Access to *Two Whats?! And A Wow!* Podjects which include
 - Ad-free **episodes**
 - *Two Whats?! And A Wow!* **Guided Activities**
 - *Two Whats?! And A Wow!* **Make Your Own Gameshow Slideshow**

Guided Activity
MARSHMALLOW CONSTELLATIONS

This activity aligns with
Two Whats?! and a Wow! – Star Power

What you need...

MATERIALS

- Marshmallows
- Toothpicks
- Scissors

Gather your materials! Then record them here with a photo or drawing.

Wow-To

Here we go!!! Follow these steps to complete the activity.

WOW-TO:

Step 1: Find constellation images online or in a book. Try looking for an image of Ursa Major, Ursa Minor, Cassiopeia or Canis Major.

Step 2: Use the toothpicks and marshmallows to create the constellations. You may cut the toothpicks if you need to.

Step 3: Hold the outside edges of the marshmallows and stick the toothpicks into the centers. The stickiness inside the marshmallows will hold it all together.

Add text, photos, video, or audio here!

What's your WOW?

Add text, photos, video, or audio here!

What WOWed you?
What did you learn?

Sample Two Whats?! And A Wow! Guided Activity

Additional Implementation Ideas

We know that educators have already been using our podcasts in their classrooms for years, in so many creative ways. Here are a few more ideas for how you might incorporate this particular show into your lesson planning:

1. Have students do some further research on the episode topic and come up with two more made up WHATS?! and one more truthful WOW. In addition to having students use trusted websites for their research, we also encourage you to take your students to the school library to check out books on their topics. (Science, ELA)
2. Assign an episode as part of a science lesson or as an enrichment activity to what you are teaching. (Science)
3. After listening to a few different episodes, have students copy the episodic gameshow structure of the show to write their own episode of *Two Whats?! And A Wow!*. (ELA)
4. Write a short summary or record an audio summary of what they learned from the episode. Then have them listen to the episode a second time and see if they can add any extra information. (ELA)
5. Invite students to role play an episode in small groups. (ELA)
6. Ask students to write a review of the episode or podcast. (ELA)