

## **Lesson Plan 6: CONQUISTADOR JEOPARDY**

**Grade Level: 4-12**

### **Overview:**

Let's play Jeopardy! The students will develop and play this variation on the games-how to assess their understanding of the main events of the conquistadors involved in the Spanish Conquest.

### **Objectives:**

The students will:

- Prepare questions and answers covering the conquistadors and the Spanish Conquest.
- Use a game-show format to assess their comprehension of the main points of the Spanish Conquest.

### **Related National Standards:**

#### *History:*

- Understands the migration and settlement patterns of peoples in the Americas.
- Understands aspects of the Spanish exploration, conquest, and immigration to the Americas in the centuries following Columbus (e.g., Spanish interactions with the Aztecs, Inca, and Pueblo; the expeditions of Cabeza de Vaca and Francisco Vasquez de Coronado in the American Southwest; the conquest of Spanish America).
- Understands the significance of beliefs held by both Native Americans and Europeans (e.g., Native American beliefs about their origins in America, ideas of land use held by Native Americans and Europeans).
- Compares political, social, economic, and religious systems of Africans, Europeans, and Native Americans who converged in the western hemisphere after 1492.

#### *Life Skills Standards/Working with Others:*

- Contributes to the overall effort of a group.

### **Materials:**

3 x 5 cards  
poster board

masking tape  
post-it notes

**Procedure:**

1) Students usually love to play games— even if the main purpose is educational! Announce to students that they will be developing and then playing a modified Jeopardy game about the conquistadors.

2) The first step in the process is to ask the students to develop 5 categories of questions to cover the information they have been studying about their topic. This could be: History, Geography, Native Peoples, The Expedition, Anything Goes. List these on a large piece of poster board and develop a 5 x 5 grid of squares. Each square will eventually hold one question from that category in order of difficulty, from 10 points for questions in the top row of each category, 20, 30, 40, and 50 points going down.

3) Ask students to review the four conquistadors [from the PBS Series *Conquistadors*: Hernán Cortés, Francisco Pizarro, Francisco de Orellana, Cabeza de Vaca] and write 5 questions each for each of the 5 categories on 3 x 5 cards... with the correct answers on the back of the cards. (Note: this is different from the television gameshow. The students are asked to write a question to be answered, not vice versa as on television.)

4) The teacher will need to review these cards for accuracy and select those that best cover the material the teacher wishes to assess. Select the 5 best questions for each category and use tiny pieces of masking tape to tape them in order of difficulty on the poster board, questions facing up. Under two of the squares, hide a postit note labeled "Daily Double". Do not let the students see the game board until the game begins.

5) On game-show day, divide the students into 4 teams. Flip a coin to see which team begins. The students in that team will select a category and level of difficulty. The teacher or game-show host will take that question off of the game board and read it to the team to answer. The team members have 20 seconds to answer the question (sing the theme music of Jeopardy during this time if you can!) If the students answer the question correctly, they are awarded the number of points for that question and are given the opportunity to select another question to answer. If they are incorrect, the next team will have a chance to answer that same question.

6) Continue playing the game until all of the questions have been answered. If a team selects a question with a "Daily Double" post-it note underneath it, they are given the opportunity to wager up to as many points as they have earned so far on that question.

7) To conclude the game, each team will be allowed to answer a "Final Jeopardy Question" of the teacher's choice. Each team will decide how many of the points they have earned that they are willing to wager and work together to write down

their best answer to the Final Jeopardy Question. Celebrate the students' conquistador knowledge!

**Assessment Recommendations:**

Assess the questions developed by the students to see how well they accurately focus on the important points of the conquistador's adventure. Assess the students on well they demonstrate their knowledge about the topic and answer the questions during the game, and on how well they cooperate with their teammates.

**Extension and/or Adaptation Ideas:**

The teacher may wish to prepare the questions for the game in advance without student help and can make the game as easy or as hard as desired. The game questions may be given to the students in advance of the game-show day, so that the students can review and study them.

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