

Activity Title:

6i - SmartGrowth Summary Q&A Game

Learning outcome(s):

- Understand key concepts related to SmartGrowth.

NOTE: This game combines key learning from all sections

Key words:

Various

Materials:

- Copies of SmartGrowth Summary Q&A Cards

Approximate time required:

Activities are broken into 20 minute segments. Each numbered activity below takes approximately 20 minutes.

Suggested prior learning:

Varied activities from a range of sections

Possible learning activities:

1. Photocopy enough Q&A cards to have one copy per group. Cut out the individual cards. You could get these laminated for future use. The objective of the activity is to review key concepts and ideas related to SmartGrowth and population growth in the western Bay of Plenty sub-region. In small groups match question (Q) cards with answer (A) cards. Keep matching cards until all questions are answered. The first group to match all cards wins.
2. Review the correct answers and discuss incorrect answers.

Follow-on activities (found elsewhere in this resource):

Various from Section 6

Activity #:

6i

Activity Title:
SmartGrowth Summary
Q&A game

Curriculum Level:
Level 5 / 6

Curriculum Links:
Social Science
Achievement objective
Various

Curriculum:

Key competencies:

Thinking

Principles:

Future focussed

Values:

Ecological sustainability

Geographic Key
Concepts:

Perspectives; Processes

Geographic skills:

Social skills

Māori geographic
concepts:

Kaitiakitanga; kōrero
pūrākau; whakapapa;
taonga

Assessment
opportunities:

Geography Achievement
Standards: All

Sustainability tip!

Laminate cards for
future use!

