HOMEWORK PURSUIT
(FAMILY EDITION)

LIFE SKILL
identifying important information

Why make homework a family activity?
Children should know that parents think schoolwork is important. When children have finished studying, this activity is an enjoyable way to quiz the students in the family on their homework facts.

What do we need?
3 x 5 index cards (different-colored cards for each child); envelopes; large piece of poster board; marking pens; die; game markers and tokens; toothpicks

How long will it take?
approximately one hour to prepare the game board; a few minutes to prepare question cards at various times during the school year; 30 to 60 minutes to play the game, depending on the number of players

What do we do?
Prepare the game board (see sample on page 125). Use marking pens to copy the game-board layout onto poster-board (or make up your own version).
• Fill in children’s names on question card spaces.
• Have children add their own decorations or stickers to the game board.
Prepare the question cards.
• As children are assigned various subjects to study throughout the school year, suggest that they write simple questions on one side of their index cards with the answers on the other.
• Encourage children to prepare question cards in each of the following subjects: vocabulary, science, math, history, geography, current events, and famous people.
• Store question cards in envelopes labeled with the child's name.
Play the game.

- Each player places his questions question-side up on the game board with his marker on any one of the unmarked squares.
- Players roll the die to decide who goes first.
- Each player takes a turn by rolling the die to determine the number of spaces he can move his marker on the game board. The marker can be moved in any direction. Hint: Try to land on “exam time” as often as possible.
- The player then draws a question from his stack and hands it to another person to read. If the player can answer the question, he takes another turn. If he can’t, play resumes with the next player. If the player lands on “roll again,” he rolls the die again without answering a question.
- Each time the player lands on an “exam-time” square and correctly answers the question, he takes a toothpick.
- As soon as a player has six toothpicks, he can proceed to the “school’s-out” square, but he has to have an exact die roll to get there. When a player lands on this square and correctly answers a question from his stack, he wins the game.
- When parents or other adults play, they may use questions from any child’s stack. Children can also make up questions from their schoolwork for the parent’s stack.
What happened?

- What was the hardest part of preparing for and playing the game? What was the easiest part?
- How did you feel when you answered a question correctly?
- How did family members encourage each other?
- Were some forms of "encouragement" not helpful?

What did you learn?

- How did each person decide what to ask on their question cards?
- Why do players come up with questions in different ways?

Why was this activity important?

- How can you tell what information is important when you are looking at a textbook, workbook, or your notes from class?
- Look through a school text and find clues to important information.

What's next?

- How can knowing how to find important information help you in other places besides school?
- Think of some other situations in which this skill might be useful and tell what clues you'd look for to help you find the important information.