

While we wait to begin, if you are able, download the Goose Chase App to your mobile device.



# AMAZING RACE & A WILD GOOSE CHASE

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# Introduction

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# Goose Chase Debrief

- What types of questions did you notice?
- What sorts of tasks did you have to do to complete the chase?



# Things I've learned today about GooseChase

- Free Educator version: Maximum of 5 teams
- Educator Plus version (\$50/yr): Maximum of 10 teams
- YOU CAN convert a regular to EDU.
  
- “Simple” option: 1 active phone per team (needs the app)
- “More complex” option: 5 active phones per team (all need the app)
  - These are always available, but to add phones to a team there is a team access code needed. I've always ignored this and just done 1 phone.
  
- There is a Game Library!!!



# The Classic Scavenger Hunt

- Make a list of items
- People go around finding them and write something or take a photo or get the next clue.
- Keep going until time limit reached or until the first team returns with the items completed.



Find clues around school (with a willing colleague?)



Find information in a reading



Find/identify places in your classroom

...Classroom-ified!

Clothing

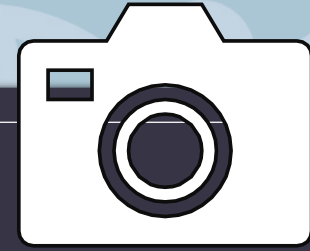
Nature

School

Rooms of the  
House/Funishings

Sports

Common verbs



Go & Find,  
Take a  
Photo,  
Add a  
Caption

Sentences

Run &  
Memorize

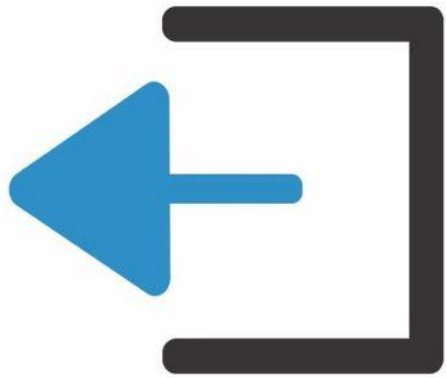
Report back  
& Write

Extension

Running Dictation



# Breakout EDU



Breakout EDU

- Students solve physical or digital problems that lead to the solution of a combination lock (or correct input into a Google Form).
- For more information, you can visit [breakoutedu.com](http://breakoutedu.com)



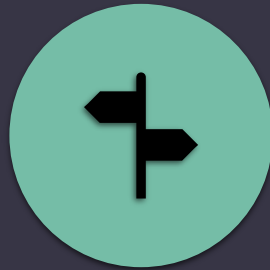
# The Amazing Race

- Teams compete to figure out clues.
- The first teams to cross the finish line advance to the next stage.
- The last team to arrive is eliminated.
- There are several advantages/disadvantages teams can encounter...or force upon other teams.

# Along the way...



ROUTE INFO



DETOURS



ROADBLOCKS



FAST  
FORWARDS

# Along the way...



INTERSECTIONS



YIELDS



U-TURNS



SWITCHBACKS

# Think of some “content”

- Route Info: general clue, MAY include a task to be completed in order to get the next clue. (5-10?)
- Detours: A choice of 2 tasks. Can do either one, and can change decision if wanted. (1)
- Roadblocks: A task only 1 team member can compete. Must decide who will do it based on a clue before seeing the actual task. (1-2)
- Fast Forwards: A task only one TEAM can complete, allowing them to skip all remaining tasks and head for next pit-stop. (1)
- Intersection: Two teams must work together to solve. (Other “hazards” could come up during this) (1)
- Yields: One team can force a trailing team to wait there for X time (1)
- U-Turns: After a detour, where a team can force another to go back and complete the OTHER option of the detour they didn't choose. (1)
- Switchback: Bringing back an “epic” task from an earlier season (1)



# Thank you for coming!

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