

TRUTH OR LIE? STEM Card Game

Based on the book series by Ammi-Joan Paquette and Laurie Ann Thompson (Walden Pond Press):

TWO TRUTHS AND A LIE

Best Users: Elementary STEM Coordinators, Classroom Teachers, Library Media Specialists, Public Children's Librarians, STEM-engaged Parents and Homeschoolers

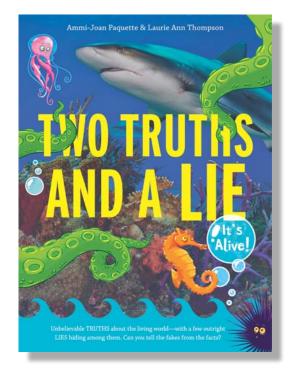
Target Audience: 8-12 Years, 3rd-6th Grade

Educators & Librarians,

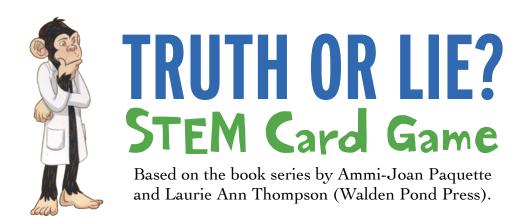
The children's book **TWO TRUTHS AND A LIE: IT'S ALIVE!** by Ammi-Joan Paquette and Laurie Ann Thompson (Walden Pond Press/HarperCollins) is a sneaky approach to STEM. It offers just what the title says, two nonfiction pieces on a scientific topic and one convincing fictional piece on the same theme. Readers are asked to find the lie through their own knowledge, intuition, and RESEARCH.

"When it comes to information—and life, really—asking good questions is a superpower."
—TWO TRUTHS AND A LIE: IT'S ALIVE!

Award-winning STEM elementary school coordinator Suzanne Costner felt that such a playful book could actually be played in the form of a game. As a current library media specialist and former classroom teacher, she has designed a game for educators and librarians to work together to reinforce STEM inquiry and research.



First book in series! Illustrations © Lisa K. Weber



Educators & Librarians (cont.)

The most compelling part of the game is that students and readers will create their own game cards in Round 2. With each new play of the game, in a single semester or across the years, the TRUTH OR LIE? card deck can grow based on your readers' research!

Have a look at the Player Game Rules and see if this game will work in your classroom, library, or both. Printable game cards have been created by the children's book engagement folks at Curious City (Curious City DPW.com). The game cards can work one-sided, but colorful game card fronts can also be printed double-sided or affixed to the backs.

The topics on the game cards were drawn from some of the sidebar inquires in **TWO TRUTHS AND A LIE:**IT'S ALIVE!. A reader does not have to have read the book to play the game, nor will the game be spoiled for those who have read it.

Additional Resources

You can visit CuriousCityDPW.com and search for "Two Truths" to find other ways to engage with this book in a classroom or library. Also on that page are the suggested rationales and curriculum alignments.

Please contact Curious City at curiouscitybooks@gmail.com if you have feedback or ideas to improve the game.

Suzanne Costner

is a library media specialist and STEM coordinator in an elementary school. Before finding her perfect home in the library, she taught in other classrooms for 20 years. She loves everything about children's and young adult literature, often reviewing books on her blog or for School Library Journal. Suzanne is also a science geek who enjoys building rockets and programming robots with her students. She has won many awards for the STEM program, and in 2017 she was named Tech Innovator Teacher of the Year for her school district and the C.A.P. National Aerospace Education Teacher of the Year.



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Target Audience: 8-12 Years, 3rd-6th Grade

Number of Players: 2

Welcome, STEM Investigators!

This game was created after reading the book

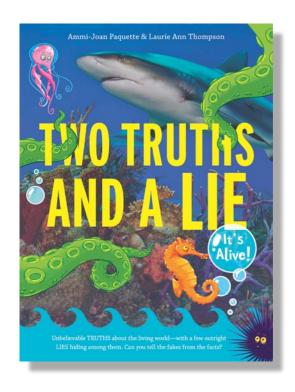
TWO TRUTHS AND A LIE: IT'S ALIVE! by Ammi-Joan

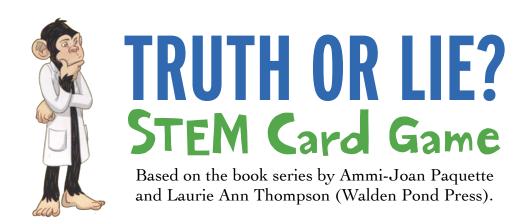
Paquette and Laurie Ann Thompson (Walden

Pond Press). The book is sneaky. It covers many
different science topics. But some of those
topics are lies!

"All around us, everywhere in the world, there are lies. But there are truths, too. And sorting out one from the other is a really important—and interesting—part of life."

—TWO TRUTHS AND A LIE: IT'S ALIVE!





Round 1: Truth or Lie?

In this game, you will be read a statement, a sentence about a STEM topic. You will have decide whether the sentence is a Truth or a Lie.

"But which is which? Ah, that's where you come in. Even the lies might have a kernels of buried truth. And some of the truths are unbelieveable...your mission is to separate the two." —TWO TRUTHS AND A LIE: IT'S ALIVE!

Instructions

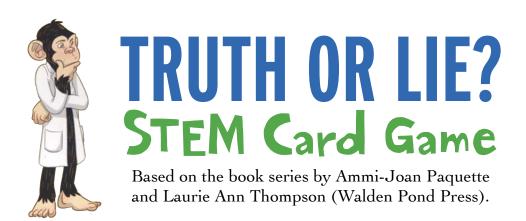
- 1) Set the cards face down between the two players.
- 2) Player 1 draws a card, reads the statement, and asks Player 2, "Truth or Lie?"
- 3) If Player 2 gets the answer right, they are given the card. If Player 2 gets the answer wrong, Player 1 keeps the card.
- 4) Continue play until all the cards have been used or until the play period has ended.
- 5) The player with the most cards at the end of the game is the winner of Round 1.

Round 2: Research!

From the cards you have collected in the game, you will choose a topic that most interests you and do what the greatest scientists do—RESEARCH!

"Dig around online (safely, of course!). When it comes to information—and life, really—asking good questions is a superpower."

—TWO TRUTHS AND A LIE: IT'S ALIVE!



Round 2: Research! (cont.)

Instructions

- 1) Each player looks at the cards they ended up with and chooses a card/topic to research further.
- 2) Each player visits the card's listed URL sources and/or the library to research those topics. See your teacher or librarian about the parameters of your research.
- 3) Each player is given 3 blank game cards.
- 4) Each player comes up with two new truths and one new lie about the topics and writes each on an individual game card.
- 5) At the bottom of each card, the players check off whether the statement is a truth or a lie. Additionally, they should list the source of the information. See your teacher or librarian about how many sources to list and how they should be listed.

Round 3: Spot the Lie!

This is where your research becomes part of the game! You will make your own game cards with two truths about your topic and one lie. See in you can stump the other player with your STEM superpowers!

Instructions

- 1) Player 1 (the winner of Round 1) reads their three cards aloud (up to three times) to Player 2. Player 2 must pick out the lie. If Player 2 is correct, she wins Round 3.
- 2) Player 2 reads their three cards aloud (up to three times) to Player 1. Player 1 must pick out the lie. If Player 1 is correct, the game is tied.

The player-created cards become part of a larger deck to be shared and played by other classmates. The deck and variety of the game grows with each new play!

For Players: Page 3



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Bananas are not simple fruits. They are berries.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Carrots were not originally orange.

They were purple.





Peanuts are not nuts.



Share after the guess: Peanuts are legumes.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Spinach is not a vegetable. It is a fungus.





Dinosaur Food is a plant name, not just a Jurassic meal.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The Venomous Tentacula is a South American venomous spider.



Share after the guess: It is actually a

fictional plant in the Harry Potter series.



Sneezewort is a growth on the inside of your nose sometimes contracted when a patient has the flu.



Share after the guess: Sneezewort is the name of a plant.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



In Australia, Kangaroo Paw is a skin disorder that creates rough patches on the palms of your hands.



Share after the guess: Kangaroo Paw is the name of a plant.



Devil's walkingstick is a plant with viciously sharp, spiny stems.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Stinking Christopher is the name of a rock band from England.



Share after the guess: Stinking Christopher is the name of a plant, but there should be a band!



Monkey Puzzle Trees have been around since the time of the dinosaurs.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Scientists refer to a group of snakes as a "hissing of snakes."



Share after the guess: A group of snakes is called a den, nest, pit, bed, or knot, but not a hissing.



Oceanographers refer to a grouping of squid as a "squirt of squid."



Share after the guess: The collective noun for squid is a "squad."

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).

TRUTH OR LIE?

The collective noun for a group of zebras is a "zoo of zebras."



Share after the guess: A zeal of zebras is the proper collective noun.



The collective noun for a grouping of crows is a "murder of crows."



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Because magpies are known to steal from other birds, a group of the birds is called a "gang."



Share after the guess: A group of magpies is actually called a "gulp."



A Christmas tree worm is a parasite that causes needles to fall off of fir trees.



Share after the guess: A Christmas tree worm is a brightly colored ocean worm.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).

TRUTH OR LIE?

The Layabout Lobster is a species of lobster found along the coast of Maine. Cold water temperatures keep them stationary and easy to catch.



Share after the guess: Lobsters are never easy to catch and Maine lobstermen work just as hard as other fishermen.



Pink See-through Fantasia is a special effect used in Disney animations.



Share after the guess: The Pink See-through

Fantasia is a sea cucumber that emits light.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Vampire squid are not frightening at all. They are only 6 inches long.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The leafy sea dragon has seaweed growing on its appendages.



Share after the guess: Its appendages only look like seaweed and allow the creature to be camouflaged in seaweed and kelp.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The Dumbo octopus has prominent ear-like fins.





The gold-lace nudibranch is a rare flowering plant found in China and once prized by emperors.



Share after the guess: It is a sea mollusk

found in the waters off of Hawaii.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Some octopuses have three hearts.





Turtles can breathe out of their butts.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Scorpions can survive being frozen inside a block of ice.





Vultures sometimes eat too much to fly, so they throw up.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Jellyfish poop through their mouths.





Giraffes give birth standing up, so newborn giraffes fall about 5 feet down to the ground.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).





Horses often throw up their food hours after eating, just so they can eat it again.



Share after the guess: Horses cannot vomit.



Geckos don't have eyelids, so they clean their eyes by licking them.





Bats can have sparkly poop.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Crows pull the tails of other animals, often to distract them and steal their food.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The Gasosaurus is a dinosaur named after a gas company.





The fish-eating jaws of an Irritator challengeri dinosaur have been compared to the modern crocodile.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The Camelotia borealis dinosaur was named in honor of the legend of King Arthur.





The Arthurdactylus conandoylensis was named after the author who invented Sherlock Holmes.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The Bookasaurus longuous had a skull shaped like a open book.



Share after the guess: There is sadly no dinosaur named Bookasaurus longuous. Maybe you will discover one!



The Dracorex hogwartsia makes an appearance in the Harry Potter movies.



Share after the guess: The dinosaur was,

however, named in honor of the book series.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The Supersaurus was a small, horse-sized dinosaur.



Share after the guess: The Supersaurus

was super-long, over 100 feet.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The Elvisaurus had an unusual crest on its head that looked like the hair of the rock-n-roll legend.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Doctors once used maggots (fly larvae) to clean out dead tissue in a wound.





The Gigantoraptor dinosaur lived 16 million years ago.



Share after the guess: The dinosaur lived in the Cretaceous period, 65 million years ago.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



The brackium emendo medical procedure hollows out the ends of a broken bone to assist with healing.



Share after the guess: Brackium Emendo is a healing spell from the Harry Potter series.



Surgeons have performed full face transplants.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Mad cow disease is a psychological disorder that causes people to moo.



Share after the guess: Mad cow disease or BSE is a serious disease that affects the brain and spinal cord. No mooing.



Rhinoplasty uses the bones of deceased rhinoceroses to replace shattered human bones.



Share after the guess: Rhinoplasty is a form of plastic surgery for the nose. No rhinos are harmed!

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Spattergroit is a skin condition that makes a person look as if they have been spattered with red paint.



Share after the guess: Thankfully, Spattergroit exists only in the world of Harry Potter.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



If you cannot touch your thumb to your fingers, you may have a condition called monkeypaw.



A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



You swallow the majority of food down your tuberius duct.



Share after the guess: Medical words are so interesting, it is easy to make one up!



The anatomical snuff box is a body part very near this game card.



Share after the guess: It is the triangular depression formed when you stretch out your thumb.

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



Seeing a group of panda bears is considered viewing an "embarrassment of pandas."







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| | | OILOE. |

A STEM Game based on the TWO TRUTHS AND A LIE book series (Walden Pond Press).



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LIE SOURCE: