

Help Wanted!

Game!

By figuring out Ruff's problem and hiring a scientist to help, kids learn about different types of scientists and the work they do. Along the way, they have fun and see science as an adventure!

When to Play

Play this game as a 50-minute stand-alone activity, or at any point during a FETCH! Club meeting. Lead the game as often as you'd like with different groups of kids. This guide provides game pieces for two sessions. If you plan on playing the game more often, you may choose to laminate a complete set of game pieces or download more pieces at the Parents & Teachers page at pbskidsgo.org/fetch.

Setting up the game

- Photocopy the game board, one per team of two.
- Photocopy Ruff's 12 problems. Cut them out and put in a container.
- Cut out one set of scientists (12 game pieces) and one set of equipment (72 game pieces). Familiarize yourself with them.
- Lay the game pieces out in two areas—scientists in one, equipment in another.
- Determine the group point total. Every team's efforts will count toward the group's goal. To come up with a group total, multiply the number of teams by 50. (Each individual team has the potential to earn 60 points, but setting the goal at 50 points will reasonably ensure that they attain it.) For example, 10 teams x 50 points = 500 total group points. Keep track of points on a chart, chalkboard, or scrap paper.
- Optional: collect books on science careers to display and plan a reward.

Leading the Game

Read the introduction at the top of "How to Play" (p.31) to your group, and lead them through the steps. Announce what the group point total will be (see "Setting up the Game"), emphasizing that reaching the group total is the ultimate goal of the game. Below are a few additional tips on each step.

- 1 Figure out Ruff's Problem.** (10 minutes) Go around the room as kids read their problems, in case they need help understanding particular words.
 - 2 Hire a scientist to help.** (5 minutes) Make sure kids choose the right scientist—see the answer key on page 30. To steer them in the right direction, ask: "What's going on in this problem? What does this scientist explore? What words tell you that you should hire this scientist?"
 - 3 Pick up equipment.** (15 minutes) Encourage trading if you notice a team with equipment that's more appropriate for another team's scientist. Some equipment applies to many scientists; other equipment is specific to a particular type of scientist.
- If some teams finish early,** have them select another problem and complete a second game board. Award bonus points if you wish.

Materials

- Pencils (one per kid)
- Transparent tape (one roll per team)
- Container to hold Ruff's problems
- Game board (one master copy included), p. 32
- Set of Ruff's problems (one master copy included), pp. 33–34
- Set of scientists (two sets of 12 are included; enough to play twice), p. 35
- Set of equipment (two sets of 72 are included; enough to play twice), pp. 37–44
- Answer key, p. 30

Optional:

- Chart paper
- Books about science careers (see p. 51 for recommendations)
- Reward (stickers, treat, etc.)

Help Wanted!

Ruff Ruffman has a knack for getting into trouble and he needs your help! Find out what the problem is and hire a scientist to help Ruff. Then, pick up some equipment to explore Ruff's predicament.

Players: Up to 24, divided into teams of two

Playing Time: 50 minutes

Goal: Choose the right scientist and equipment to help Ruff, and rack up points!

Get What You Need

- Game board (one per team of two)
- Game pieces (one set of problems, scientists, and equipment for the entire group)
- Tape (one roll per team)
- Pencils (one per kid)

1 Figure out Ruff's Problem

- Get into teams of two and pick up a game board.
- Choose one of Ruff's problems, and discuss it with your partner.
- Tape it to your game board.

2 Hire a scientist to help

- Look at the list of scientists on the game board and read about the kind of work they do. Which one can help with Ruff's problem? (Only ONE scientist on the list will be able to help.)
- Choose a scientist to hire, and tape the game piece to your board.

3 Pick up equipment

- Select four pieces of equipment to help the scientist explore Ruff's problem. Some equipment is for a specific scientist (for example, only an astronomer would use a telescope). Other equipment can be used by lots of scientists (many scientists, for example, use computers). You can choose both types of equipment.
- Tape the equipment game pieces to your board.
- Write down how the scientist would use each piece of equipment on the lines below.

4 Rack up some points!

Gather as a group. Have the game leader read Ruff's problem aloud from each game board. Then each team will tell the group what scientist it hired, what equipment it chose, and how the scientist would use it.

Add up your points:

- 20 points for picking the correct scientist
- 10 points for each piece of equipment—as long as you've explained how you'll use the equipment
- Did your group meet its overall point goal? (50 points x number of teams = group goal)

How To Play

