

Forever Ago Presents: HOT BELL!

Forever Ago

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[Episode Link](#)

[Resources for Educators](#)

Hi Smarty Pals! Forever Ago host Joy Dolo and Moment of Um Producer Anna Weggel are looking pretty good in their brand-new blazers! How good? So good that they decide to host a game show called Hot Bell — and Brains On host Molly Bloom is in the hot seat! Grab your popcorn, because this bonus episode will have you guessing, giggling and grinning!

Tags:

Arts & Culture

Episode: Forever Ago Presents: HOT BELL!	Grade Level(s): 3-5
Common Core Standard: <ul style="list-style-type: none">3-5-W2 (3-5): Write informative/explanatory texts to examine a topic and convey ideas and information clearly.	Lesson Objective: Students will understand the rules and structure of the game 'Hot Bell' by describing how to prompt guesses one word at a time and identifying categories based on given clues.
Key Vocabulary Words: <ul style="list-style-type: none">executiveblazerthrift storecosmopolitansavvycategorytransportationvehicleastronautsdessertsingredientglycerin	Materials: <ul style="list-style-type: none">Brains On Universe KWL worksheetBrains On Universe shows response sheet

Engage

Connect to student's prior knowledge about games and guessing activities. • What is your favorite game to play? • Have you ever played a guessing game before? Task: Students fill in the KWL chart about what they know and want to know about the game 'Hot Bell'.

Explore

Play through the episode, pausing to ask specific, open-ended questions: • What clues help you guess the word more accurately? • How does taking turns saying one word at a time make this game challenging? • Can you think of any other categories that would be fun to use in this game? • How do the rules of 'Hot Bell' create a unique challenge for the guesser? Task: Students complete the response sheets as they are listening to the episode and answering probing questions from the teacher.

Extend

Activity: Students work in pairs to create their own version of the 'Hot Bell' game with a new category of their choice. They will write down 10 words within that category and practice prompting guesses by taking turns saying one word at a time. Open Response Question: Students answer the open response question, 'How do you effectively play and guess in the game 'Hot Bell'?' Responses should describe strategies used during the game. Task: Students fill in the 'What I learned' and 'Stand out quote' section of the KWL chart.

Additional Learning

Listen to the section where they describe the 'power blazers.' Students can create their own design for a 'power blazer,' explaining why they chose certain colors, patterns, or features. Task: Students can also think of other fun game show ideas and write a brief description of how they would play out those games.