



# Nose it All

*The Whitefish Point Riddle Game of Fun and Mystery*



Craig Goff

## LESSON TEN

### Subject/Grade:

Grades 5-8, Social Studies and English Language Arts

### Duration:

**Pre-trip:** 30 minutes to explain the game, assign teams and topics

**Field Trip:** to Whitefish Point and the Great Lakes Shipwreck Museum.

**Post-trip:** Two class periods (1 period to complete Official Clue Cards; 1 period to play the game)

### Materials needed:

*Per class:*

- List of 20 Whitefish Lighthouse & Shipwreck Museum topics (to assign to students to research)

*Per student:*

- Clipboards and paper for taking notes on field trip
- 1st Draft Clue Cards
- Final Draft Clue Cards
- Nose It All Game Score Sheet

Craig Goff [cgoff@ishpemingschools.com](mailto:cgoff@ishpemingschools.com)

## Lesson Overview

*Nose It All* is a “Who-Am-I?” guessing game students will love to play! The creation of Clue Cards and the answers to the riddles are based on nouns (people, places, and things) associated with a field trip to Whitefish Point and the Great Lakes Shipwreck Museum. During this multi-day lesson, students and their teammate(s) become the experts on a specific maritime topic. Their task is to first locate and learn all about their topic, and then develop a Clue Card that will be read by the teacher when they play the game as a class. *Nose It All* gets its name from the students signaling that they know the answer by placing their index finger on their nose rather than shouting out the answer.

## Learning Objectives

After this lesson, students will be able to

1. Identify and retell at least 5 facts about a specific maritime topic.
2. Work cooperatively with a classmate in to gather information to create a *Nose It All Clue Card*.
3. Use the writing process to develop and publish a *Clue Card*.
4. Apply new knowledge to order clues from most to least difficult

## STANDARDS



### Michigan Grade Level Content Expectations (GLCEs) Addressed

#### Social Studies

P2.2, P2.3, P2.5 (Grades 5-8)

Students will critically examine evidence, thoughtfully consider conflicting claims, and correctly weigh facts and hypothesis.

#### English Language Arts

R.CM.05.02, R.CM.06.02, R.CM.07.02,  
R.CM.08.02

Students will retell through concise summarization of grade-level narrative and informational text.

W.PR.05.03

Students will draft focused ideas using linguistic structures and textual features needed to clearly communicate information.

W.PR.05.05, W.PR.06.05, W.PR.07.05,  
W.PR.08.05

Students will proofread and edit writing using appropriate resources both individually and in groups.

## Background

*Nose it All*, the Whitefish Point Riddle Game, is an ideal way to engage students in both the learning opportunities at Whitefish Point and the application of their research and writing skills. During this multi-day lesson, students become the expert on a topic and develop a Clue Card that will be used in the playing of the game back in the classroom. The team concept is ideal for inclusive education classrooms that contain special education students. Student teams are directed to list their clues in order of least to most helpful in revealing the answer to the riddle. The actual playing of the game is the highlight of this lesson. Once the students are given an answer sheet, the teacher begins reading the clues for the first riddle. Points are awarded based on how many clues it takes students to write the correct answer on their game sheet. The *Nose It All* game includes many different topics, not just theirs. Students should be reminded they need to pay special attention to all the people, places, and things they learn about on their trip in order to be successful when they play the game.

## Advance Preparation

If classes include special education students, plan ahead for supplementary aids, accommodations, and predetermined teams and topics.

## Procedure

Attention Getter:

*How many like to solve mysteries and riddles?*

1. You and a partner are going to become an expert on a maritime topic you'll discover on our field trip to Whitefish Point. Your assignment will be to come up with 5 clues that describe your topic and use them to create a clue card that will be used in a game we'll play as a class. Be careful not to tell anyone your topic—keep it a secret!



- 
2. After describing how to play *Nose It All*, show students the *Sample Clue Card*. Tell students teams that their task is to create a *Clue Card*. Give student teams their secret topic (from the 20 Possible Whitefish Topics to research), a clipboard, and note paper to use at Whitefish Point to gather interesting facts about their topic.
  3. Once at the Great Lakes Shipwreck Historical Museum and Whitefish Point Lighthouse, students begin their quest to discover interesting information about their topic.
  4. Students should write down at least 5 pieces of information about their topic that can be used to write a clue about their topic.
  5. After classifying their clues from general to most specific, student teams should complete their *Draft Clue Card*.
  6. Using the writing process, student teams will revise and proofread their draft clue card and prepare their *Official Clue Card* which will be used for the game. Remind students to pay close attention to the accuracy of their information, spelling, and grammar as it will be used to determine their grade.
  7. Playing the game: After distributing the *Nose It All Score Sheet* to every student, the teacher begins the game by disclosing the noun (answer to the riddle) as either singular or plural, and common or proper. The teacher then continues with that topic by reading the 5-point clue, and proceeding to the 1-point clue. Students write their guesses to the riddle next to the assigned point value clues. Students who answer the riddle correctly after only one clue will be awarded 5 points. All students should have the correct answer after the last (1 point) clue has been given. This procedure continues until all of the *Clue Cards* have been read and students' answer sheets are completed.
  8. As the game continues, students should be reminded not to shout out answers, but rather, staying true to the name of the game, place their index finger on their nose when they think they have the answer.
  9. Points are awarded at the end of the game when the teacher reads the answer for each *Clue Card*. Students should switch game sheets and circle the point level at which their classmate wrote the correct answer. Players with the most points win.



---

## Assessment of Student Learning

Student assessment will mostly be based on the clues given on the **Final Clue Card**. A possible 100-point scoring system is shown below.

### ***Nose It All* Rubric**

100 points possible

Accuracy of clues: 50 points (10 pts. each)	_____
Correct spelling and capitalization 30 points	_____
Correct noun classifications 10 points	_____
Worked cooperatively with teammate(s) 10 points	_____
Correctly answers 5 Clue Cards 25 points (5 pts. each)	_____
<b>Total Score</b>	_____

## Extensions

Students could use the same lesson format to create clue cards for topics from other subjects like science, geography, and history.

To reinforce the Writing Process, Clue Card development could be broken down into separate steps that are preceded by mini-lessons on Pre-writing, Drafting, Revising, Proofreading and Publishing.

Use the Internet to research maritime topics if a field trip is not feasible.

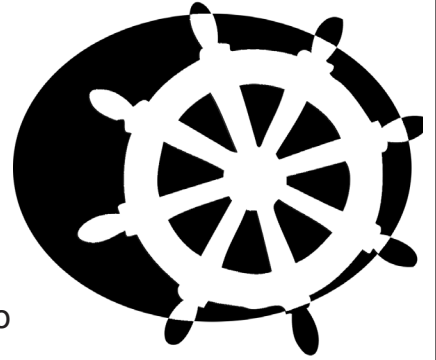
## References:

Cornell, Joseph. (1998). *Sharing Nature with Children*. Dawn Publications. Nevada City, CA.

Whitefish Point Lighthouse & Great Lakes Shipwreck Museum <http://www.shipwreckmuseum.com/>



# NOSE IT ALL



Student Score Sheet

Name: \_\_\_\_\_ Total Po

## Round 1

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 2

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 3

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 4

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 5

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 6

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 7

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 8

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 9

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 10

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 11

- 5.
- 4.
- 3.
- 2.
- 1.

## Round 12

- 5.
- 4.
- 3.
- 2.
- 1.



**Round 14**

- 5.
- 4.
- 3.
- 2.
- 1.

**Round 15**

- 5.
- 4.
- 3.
- 2.
- 1.

**Round 16**

- 5.
- 4.
- 3.
- 2.
- 1.

**Round 17**

- 5.
- 4.
- 3.
- 2.
- 1.

**Round 18**

- 5.
- 4.
- 3.
- 2.
- 1.

**Round 19**

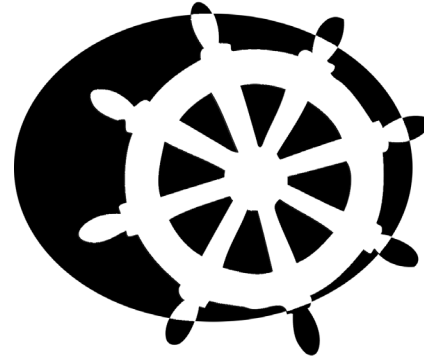
- 5.
- 4.
- 3.
- 2.
- 1.

**Round 20**

- 5.
- 4.
- 3.
- 2.
- 1.



# NOSE IT ALL



## 1st Draft Clue Card

**Team:** \_\_\_\_\_ **Answer:** \_\_\_\_\_

### Noun Categories- circle one from each set

- |    |          |        |       |
|----|----------|--------|-------|
| 1. | Person   | Place  | Thing |
| 2. | Common   | Proper |       |
| 3. | Singular | Plural |       |

**5 point clue-**

**4 point clue-**

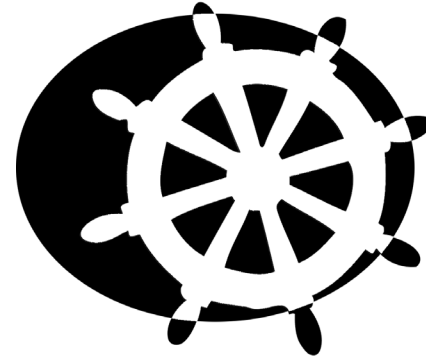
**3 point clue-**

**2 point clue-**

**1 point clue-**



# NOSE IT ALL



## Official Clue Card

**Team:** \_\_\_\_\_ **Answer:** \_\_\_\_\_

### Noun Categories- circle one from each set

- |    |          |        |       |
|----|----------|--------|-------|
| 1. | Person   | Place  | Thing |
| 2. | Common   | Proper |       |
| 3. | Singular | Plural |       |

**5 point clue-**

**4 point clue-**

**3 point clue-**

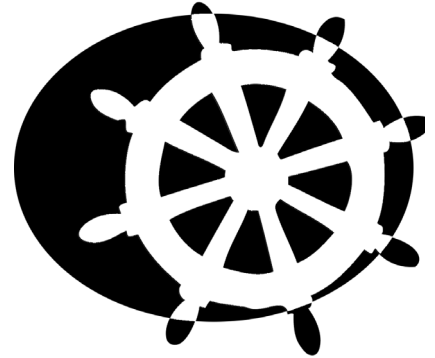
**2 point clue-**

**1 point clue-**



# NOSE IT ALL

20 Possible Whitefish Point Topics and Noun Key-



KEY: C= common noun  
P= proper noun

S= singular noun  
P= plural noun

## People

Captain Ernest McSorley (P,S)  
Etienne' Brule' (P,S)  
Robert Carlson (P,S)  
surfmen (C,P)  
lighthouse keepers (C,P)  
Bertha Endress (P,S)

## Places

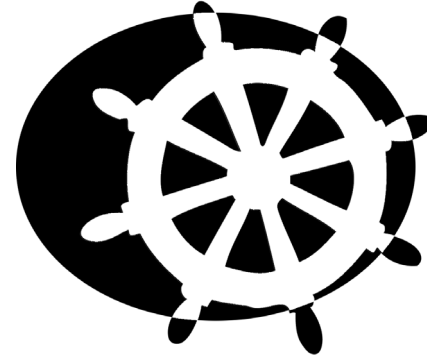
Shipwreck Coast (P,S)  
Whitefish Pt. Lighthouse (P,S)  
lifesaving stations (C,P)  
Caribou Shoal (P,S)  
Lake Superior (P,S)  
Shipwreck Theatre (P,S)  
lightkeeper quarters (C,S)  
lighthouses (C,P)

## Things

Fresnal Lens (P,S)  
lake freighters (C,P)  
rudder or M.M. Drake (C,S)  
Bell of Edmund Fitzgerald (P,S)  
Edmund Fitzgerald (P,S)  
beach cart for surfmen (C,S)  
newt suit (C,S)  
surfmen's boat (C,S)



# NOSE IT ALL



*Sample Clue Card*

**Official Clue Card**

**Team:** Suzy and Bill

**Answer:** Great Lakes freighter

**Noun Categories- circle (bolded) one from each set**

- |    |                 |        |              |
|----|-----------------|--------|--------------|
| 1. | Person          | Place  | <b>Thing</b> |
| 2. | <b>Common</b>   | Proper |              |
| 3. | <b>Singular</b> | Plural |              |

**5 point clue** - only makes money when it's moving

**4 point clue** - large part of maritime industry

**3 point clue** - dredged channels and harbors are its friends

**2 point clue** - often carries iron ore as freight

**1 point clue** - Edmund Fitzgerald was one of these

