

# Rock Trading Card

## Summary

Students make a "trading card" for a rock, similar to the type used by athletic teams to identify players. They can use the Internet or a book for a reference and create them on a computer or by hand.

## Time Frame

1 class periods of 60 minutes each

## Group Size

Individual

## Materials

- computer (one per student is best, two per computer maximum) or textbook
- wide transparent tape (book tape)
- colored pencils
- paper (if done by hand)
- [sample trading card](#)  
(attached)

## Instructional Procedures

Hook: Ask students to bring in a rock they have collected. Ask them to display it in class and see if they know what kind of rock it is. (Or, you may provide samples from your collection for them to choose a favorite from)

Explain that the rock has now become a sports star and needs a name and "trading card". They will need to find out what type of rock it is and develop the card either on the computer or by hand.

Students can generate the information needed on the back of the card or you can use the information provided on the example below. They will need a picture they have drawn of the rock or they can find one on the Internet. A great graphics search engine is the Google graphics site: [Image Search Engines](#)

The card can be produced on the computer by creating a table that is one row and two columns wide. Students will have a variety of skills to insert pictures and text and can share with one another. As the teacher, you do NOT need to know every aspect of graphics creation to work with students on this project. Encourage the students to include all the information needed but also to be creative and put some fun (made up) information on it also.

As students complete the project you can provide wide book tape or laminate the finished products to give them a professional look.

To finish the project, have students place their rocks on their tables, collect the cards and mix them. Randomly hand them out and see if the students can move around the room and find the rock that the card describes. When they do, they can place the card next to the rock. A well-done card should describe the rock well enough for the match to be made.

## Assessment Plan

### Scoring Guide

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1. Students use class time efficiently to create the trading card.....4

2. Card meets requirements for information .....4
3. Card is matched to rock easily by students.....4

### Bibliography

Lesson Design by Jordan School District Teachers and Staff.

### Authors

[Utah LessonPlans](#)