Student Resources Lesson Plan

Objective
You will help orient students to USU campus resources and discuss the need to use resources when challenges arise.

Description
This lesson contains two parts:
1. Campus Resources Discussion: Discuss with students what campus resources are available to them and prepare them for the Jeopardy Game or quiz.
2. Jeopardy Game or In-Class Quiz: Conduct the Jeopardy Game (buzzers and white boards available based on availability—reserve early). You can also use resources such as https://kahoot.it or other in-class games.

Instructional Time: 30 minutes
Required Assignment: NO
Points: 10

Relation to the Big Questions

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Lesson Plan
Introduce students to student resources. You can do this by holding a class discussion of ways to find information when problems arise. You can have students practice finding resources using the following:

- **Method 1** – Jeopardy-Style Game: allow the class to use the USU catalog (on smart phones or laptops) to compete in the game.
- **Method 2** – Group Quiz: Using the student view feature of Canvas, allow the class to research, discuss, and vote for correct answers on the quiz, and assign the group score to all students.

Materials and Resources:
- USU Catalog at [http://catalog.usu.edu](http://catalog.usu.edu)
- Jeopardy game (provided)
- Quiz bowl buzzers or white boards, which can be reserved at the instructor schedule page