





You got lost in the cave.

Lose 1 turn – do not advance
forward

**You were caught
touching the formations.**

Lose 1 turn – do not advance
forward

**Formations that grow
from the ceiling down
are called...**

Stalactites

**Formations that grow
from the ground up are
called...**

Stalagmites

**Formations that reach
from the floor to the
ceiling are called...**

Columns

**The process that breaks
large rocks into smaller
rocks is called...**

Weathering

**The process that moves
pieces of sediment to a
new location is called...**

Erosion

**The laying down of
sediment in a new
location is called...**

Deposition

<p>A large underground room that can store water is called an...</p> <p>Aquifer</p>	<p>Water found beneath the surface of the earth is called...</p> <p>Groundwater</p>	<p>Limestone is an example of what kind of rock?</p> <p>Sedimentary</p>	<p>What mineral are the formations made of?</p> <p>Calcite</p>
<p>What is the scientific name for all the formations?</p> <p>Speleothems</p>	<p>What is the deepest point inside the Discovery Passages?</p> <p>Purgatory Creek</p>	<p>What happens to the water that has seeped into the cave—is it lost?</p> <p>No, it becomes part of the groundwater supply.</p>	<p>What is the average growth rate for the formations?</p> <p>100 years per cubic inch</p>

Formations that are hollow on the inside are called...

Soda straws

The cracks in the limestone that helped form the rooms and passageways are called...

Vertical joints

What type of rock is Natural Bridge Caverns made of?

Limestone

What room inside the caverns did you see fried eggs in?

Hall of the Mountain King

Which layers in a sedimentary rock are older, the ones on top or the ones on bottom?

Bottom

Give an example of a constructive force that takes place at Natural Bridge Caverns.

Deposition

Give an example of a destructive force that takes place at Natural Bridge Caverns.

Weathering, Erosion, or Dissolving

Why should people not touch the formations?

Because it can damage the formations (stop them from growing, make them look dirty, break them)

[illegible]



Purpose: To review the information taught on a tour of Natural Bridge Caverns.

TEKS:

4th grade-Science

7B-observe and identify slow changes to Earth's surface caused by weathering, erosion, and deposition from water, wind and ice.

5th grade-Science

7A-explore the processes that lead to the formation of sedimentary rocks and fossil fuels.

7B-recognize how landforms such as deltas, canyons, and sand dunes are the result of changes to Earth's surface by wind, water, and ice.

6th grade-Science

10B-classify rocks as metamorphic, igneous, or sedimentary by the processes of their formation.

7th grade-Science

8B-analyze effects of weathering, erosion, and deposition on the environment in ecoregions of Texas.

8th grade-Science

9B-relate plate tectonics to the formation of crustal features.

Materials: (per group)

Game board, Question cards, 1 Die, Playing pieces (small rocks, novelty erasers, etc.), Directions for the game

Directions for constructing the game:

1. Trim the outside edges of each page.
2. Glue the game board pages to the inside of the file folder.
3. Glue the Student instructions to the front cover of the folder.
4. Laminate the folder for extended use.
5. Laminate and cut out Question cards.
6. Place playing pieces, cards, and die in a Ziploc bag and staple it to the folder.

Directions for playing the game:

1. Students begin the game by rolling the die. The person with the highest number will begin the game. If two people roll the same number, they must re-roll to break the tie. Once the game begins, players move their game piece by rolling the die and moving the number of spaces indicated on the die. Players should then rotate clockwise, taking turns.
2. Students must follow the directions written on the space they land or answer the question on which they land. For instance, if they land on a space that has a question mark, they must draw a card and have the next person read the question to them. The person whose turn it is must answer it correctly to proceed. If they proceed to another question then they repeat the procedure as stated before. If they answer incorrectly they must remain at their spot until their next turn.
3. The first student to reach the last square "End" wins. The game will then be over for all players or continue playing to find out who comes in second, third, and fourth place.



Student Directions:

- Roll the die. Each person will roll one time. The person with the highest number will begin the game. The person who rolled the second highest number will go second and so on. If two people roll the same number, they must re-roll to break the tie.
- Select a playing piece and place it on the “start” box.
- Roll the die and move your game piece the number of spaces indicated on the die.
- There are 2 types of spaces:
 - spaces that are blank
 - spaces with a question mark
- When a player lands on a space with a question mark, he/she must answer a question. If the player answers the question correctly, he/she may advance one square. If the player does not answer the question correctly, he/she must remain on the same square until their next turn to answer another question.
- If a player answers a question correctly and is able to advance to the next square but lands on another question, the player must take another turn and answer the new question. If they answer this second question incorrectly, they must move back one space and remain there until their next turn.
- When a player lands on a blank space, they do not have to answer a question.
- The first player to get to the end is the winner!