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**Academic Class:** Oracle I – Data Modeling and Structured Query Language (SQL)

**Grade Level:** 11

**Lesson Title:** ORACLE Survivor - The OHS Way!

**Rationale:** The expertise of Oracle Database Administrators (DBAs) is integral to the success of today's increasingly complex system environments. Oracle wants to recognize technical professionals who can demonstrate the depth of knowledge and hands-on skills required to maximize Oracle's core products. By earning professional certification, one can translate impressive knowledge and skill into a credential that leads to a resume builder, greater job security, and more challenging and better paying opportunities.

The lesson is designed to prepare students to take the Oracle 9i Exit Exam and the Oracle Certification Exam IZ0-007: Introduction to Oracle 9i: SQL. The lesson will review the most important concepts in Chapters 1-13 in the Oracle SQL Student Handbook.

**Performance Objectives:** Upon completion of this lesson, the student will be able to . . . :

- ◆ understand basic areas of database usage and design.
- ◆ describe, identify, write, and analyze code for SQL statements (SELECT, DML, DDL, etc).
- ◆ limit, sort, and manipulate return data.
- ◆ define, create, and give examples of database objects.
- ◆ explain user access control.

**Materials Needed:**

- ◆ 1 Immunity Challenge Idol
- ◆ 11 Survival Item Lists
- ◆ 56 Survival Item Cards and 4 wild cards
- ◆ 40 Survival Command cards
- ◆ 25 Survival Challenge cards
- ◆ 11 Whiteboards and markers with erasers
- ◆ 11 Challenge/Evaluation handouts

**Time Allotted:** 1 class block (1 hour and 30 minutes)

### **Set Up:**

Each student in the class will participate as an individual player in the game. At the beginning of the game, players will be given a whiteboard, whiteboard marker with eraser, and a worksheet for survival challenges.

The cards will be separated into two draw piles. One pile is made up of the survival command cards, the second of survival item cards (*see Appendix A for example*). Each pile will be shuffled separately. A third pile will be created later with discarded cards. The command cards will have an important SQL fact from one of the chapters as well as a command or direction. Each player will be dealt 3 survival item cards. The remainder of the survival item cards will be placed face down in the draw pile. The command cards will be placed face down in a separate draw pile.

Each player will be given a Survival Item list (*see items below*) and should lay it face up in front of himself or herself. On the corner of each Survival Item List is a colored star. This color will represent the player throughout the game. The survival items will also have the different colored stars on them. When a player obtains all eight of the survival items corresponding to his or her color, he or she wins the Immunity Idol, and the game is over. The Immunity Idol can be anything (with an Oracle logo on it) deemed appropriate or of interest to the players, such as a t-shirt, frisbee, notepads, stress balls, etc. Any of the four wild cards can also be used in place of missing survival items.

Players will also be given 15 Immunity Challenge cards face down. These will be used later in the game.

### **Survival Item Cards:** (*see Appendix A for example*)

- ◆ Books
- ◆ Database
- ◆ ERModel
- ◆ SQL Statements
- ◆ Symbols
- ◆ Table
- ◆ The Internet
- ◆ Wisdom

### **Let's Play:**

At the beginning of the game, each player will draw a number out of a bucket. The player with the number closest to #1, will go first. This player will turn over one command card for all to see, read the SQL fact aloud, then follow its direction. When the player is finished, he/she will place the card face up in the third pile known as the discard pile.

One at a time, each player will continue to draw a command card, read the SQL fact aloud for everyone to hear, follow the appropriate command, and discard it. When the card says to

"Draw", players will draw from the top of the Survival Items pile. When it says to "Discard", the player will discard the Survival Items to the bottom of the Survival Items pile.

The game will continue in this manner until all players have had a chance to go once. This will be considered one round. At the end of each round all players will participate in the Immunity Challenge. The Oracle Guide (teacher) will tell the players when to simultaneously turn over one of their Immunity Challenge cards. The players could possibly play up to 15 rounds with at least 15 Immunity Challenges. The number of rounds and Immunity Challenges will depend on the number of players and the time allotted for the game. During the Immunity Challenge, players will be given one minute to generate their answers. The first player to display the correct answer will win Immunity for the next round. The player with immunity can still play, but he/she is immune from any player stealing, taking, or discarding any of his or her cards. The game will continue until one player obtains **all eight** Survival Items corresponding to his or her colored star. He or she will win Immunity, and the game will be over. This player outperformed everyone else to become the ultimate Oracle Survivor, and he or she did it The OHS Way! The winner will keep the Immunity Idol.

The other players will be given a treat for participating in the game. **ORACLE Survivor – The OHS Way!**

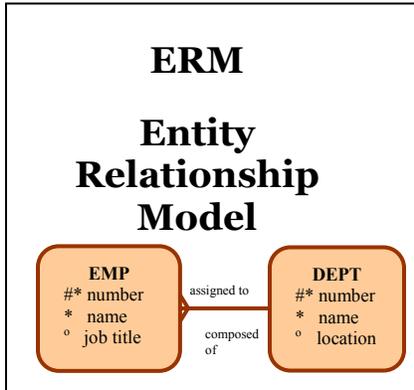
#### **Evaluation:**

The evaluation of the students and game will take two forms. The first is by teacher observation. The teacher will observe to see whether or not students are actively engaged and participating in the game.

The final evaluation is the challenge worksheet that was handed to each student at the beginning of the game. This worksheet has two sides. One side will be used for students to work their challenge questions as well as write any necessary notes about a SQL fact that was read aloud. On the backside of the worksheet is a student evaluation of the activity. (*See Appendix B.*) The worksheet will be collected at the end of the game, then returned to the student after the teacher has reviewed it. The teacher will share some of the comments made on the evaluation sheet but will not disclose names of students. The teacher will also give collective feedback on the entire class performance and reiterate to students to study, study, study.

## Sample Survivor Playing Cards

### Survivor Item Card (front side)



### Survivor Item Logo (backside)

### Survivor Command Logo (backside)



### Survivor Command Card (front side)

You can use the GROUP BY clause without using a group function in the SELECT list.

**Draw 1 card from the pile.**

### Survivor Challenge Card (front side)

Examine the following statement:

```
INSERT INTO Sales values ('Barney Doll', '31-MAR-93', 29483854.39);
```

Which of the following choices identifies a statement you can not use to verify whether the correct information is placed into the correct columns?

- A. SELECT \* FROM sales;
- B. SELECT column\_name, column\_id FROM all\_tab\_columns WHERE table\_name = 'SALES';
- C. DESCRIBE sales
- D. SELECT column\_name, column\_position FROM all\_ind\_columns WHERE table\_name = 'SALES';

### Challenge Logo (backside)



# CHALLENGE



## **EVALUATION**

Was this activity a helpful review? Why? Why not?

Did you like this activity? Why? Why not?

If you did not like this activity, state what could be changed.

Do you feel you are better prepared to take the Oracle 9i Exit Exam and the Certification Exam IZ0-007: Introduction to Oracle 9i: SQL? Why? Why not?

Thank you for participating in Oracle Survivor – The OHS Way!