

Lesson Plan: Guam History Board Game 2

Brainstorming our game design (Part 2 of 5)

Subjects: Social Studies, History, Art

Time required: 40 minutes

Related links: Guampedia

Grade-level: Middle [6-8], High [9-12]

Materials required: Chalkboard or whiteboard, chalk or markers

Description

With this lesson students being exploring ways they can create games that focus on Guam History.

Objectives/Skills

- Students will share games they played as “homework.”
- Students will identify elements of these games, and understand that all games consist of numerous elements.
- Students will share brainstorming ideas for a game based on Guam history.

Questions or Assessment

- What sort of elements can go into a game?
- What resources can we use to find information about Guam (to put into a game)?
- How can we create a game based on Guam history?

Procedure

Teacher prep. None

Review “Homework”: Recap Games Played (15 minutes)

1. Ask students to share some games they played as homework.
2. List games on board.
3. Ask students to list game elements beside each game:
 - “Tag” (there was a base, an “it” person, and running)
 - “Trivial Pursuit” (there were game pieces, a board, and trivia cards)

Review “Homework”: Recap Game Ideas (10 minutes)

1. Ask students to share ideas about making a game about Guam history.
2. List ideas on the board.
3. Encourage the students to be creative.

Overview of Research Resources on Guam History (15 minutes)

1. Have students develop a list of research resources.
2. Outline basic steps students should do at home:
 - Ask parents or other adults in the family
 - Check internet and Guampedia (Demonstrate Guampedia to the class)
 - Check books, library (if possible)
3. Explain to students that these resources are excellent places to find questions that can be used in a trivia game, or to find information that can be used in other ways to create a game.

Assigning “Homework” (2 minutes)

Ask student to further develop their game ideas, and to be ready to draw out their ideas tomorrow.

Recap (3 minutes)

Recap what we’ve done and learned in the lesson:

“We’ve shared the different types of games we’ve played, and determined the elements of each game. As you can see, even the simplest games have many elements. We’ve also brainstormed and shared ideas for how to create games focused on Guam history. When you go home, please think further develop your ideas for a fun Guam history game.”

Ask students for their favorite parts of the lesson.