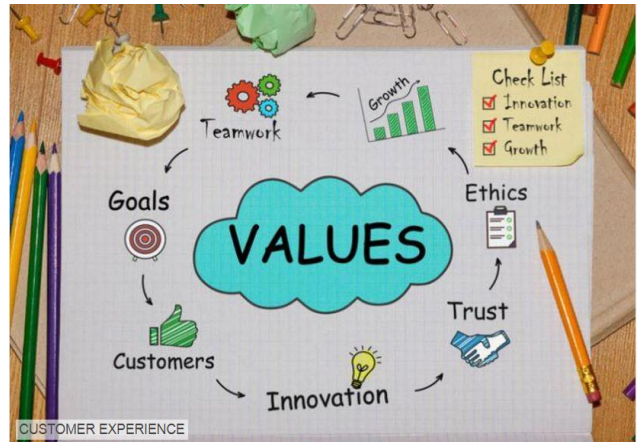


Write ideas about the Game

Recent thoughts 10/25/2017

Teams work on the same problem and compete against each-other. Teams create a mission statement. Teams present a solution to a chosen problem while navigating many Improv (5E) mine fields along the way. Team members build an individual score based on their knowledge of forming a team, problem solving process and working together. Risk taking is rewarded (?).



All players work together to solve a problem

Players chose roles and their piece that they move is based on the Role

The goal of the game is to solve the problem.

The players get points based on their contribution to the team

The players get badges and awards like MVP for the game.

Awards and points are based on the complexity of the problem being solve.

Results are scanned in to an awards team for review. Need a rubric for analysis by the team- players

Skill cards are on the playing board and have barcodes for scanning by the phone.

Game board also has Team cards which change things on the team

As the players go around the board they are building parts of the solution until they have all the pieces?

[Grab your reader's attention with a great quote from the document or use this space to emphasize a key point. To place this text box anywhere on the page, just drag it.]

Make the learning into a game they play during the 10 sessions.

The instructions are on the web with videos that explain the setting up of teams and how to solve the problem.

Break the group up into teams and have competition between them where they get points for certain activities.

Each stage is judged and points awarded. There are cards that they pick that have tasks to do. They have to submit the following:

- Submit a written plan
- Create a team charter
- Define the requirements for their design
- Submit their brain writing, shaping and decision matrix for judging.

Get extra point for using soft-skill in their activities. Have a deck of card that they pick from that they have to create an Improv, or draw a picture, etc. for learning


Have a map (similar to a game board) that has sign posts along the way for team activities and picking cards. The team get assessed on how well they do each activity ( create a plan )

One deals with delivering my program as a game activity (the students work in competitive teams, self-learn how to problem solve and form teams using on-line video, doc. ); get points based on game rules, pick cards that have them do activities. I think of it like Monopoly.

The second idea is a learning program I call Engineering Mind-set. It get students to use skills to better use the Internet applications such as Search, Social media, videos, etc.

Making a game:

Initial items needed

<b>Game process</b>	
Create the game rules sheet for the students Create game booklets that have info for managing process Create on-line videos and web pages to help students manage the process	
Create an initial condition sheet that the students pledge they want to learn and be a committed part of this exercise. What key words would they use to describe their commitment?	
Form groups and discuss questions after the Marshmallow building project:	
What problem to we want to work on? World, Community, School? How will we pick this? Group discussion What criteria do we need to insure problem is solvable by us? Draw a picture of your idea that will be graded for points (Criteria: detail, plan, colors, etc.)	
How does this relate to something you did in the past? What did it feel like?	

## Game process

What do we know about Brain Plasticity and Mindset? Are they the same?

Discuss

Define a learning process to follow for your class mates... This will be graded for points

Pick life-style card and create an Improv

Form a group team

Create an outline, develop a charter for the team

Compare it to a sports team

Extra credit for comparing it to a Jazz group

Is diversity a good thing for a team, Give your analysis

Instructions:

Each class day, the team gets the instruction sheet of what they have to accomplish. They will be judge on how they complete their tasks (Time, quality, accuracy, etc)

Extra point activities:

Define the culture of your community

What makes a question better?

How do you deal with a conflict in the team?

Create two sets of cards

- Skill cards
- Activity cards

Start

Form Team

### Key Learning during Project

<p><b>Team Formation;</b></p> <ul style="list-style-type: none"> <li>• <b>Collaboration</b></li> <li>• <b>Social skills (listening, Self-image, )</b></li> <li>• <b>Values/ Culture / organization</b></li> <li>• <b>Negotiation</b></li> </ul>	<p><b>Project Formation:</b></p> <ul style="list-style-type: none"> <li>• <b>Creative and Critical thinking</b></li> <li>• <b>Questioning</b></li> <li>• <b>Reflection</b></li> </ul>
<p><b>Planning and Scheduling</b></p> <ul style="list-style-type: none"> <li>• <b>Time management</b></li> <li>• <b>Financial literacy</b></li> <li>• <b>Measurements/ Feedback</b></li> <li>• <b>Quality systems</b></li> </ul>	<p><b>Dealing/ Collaboration</b></p> <ul style="list-style-type: none"> <li>• <b>Self-control</b></li> <li>• <b>Flexibility</b></li> <li>• <b>Character traits</b></li> </ul>
<p><b>Problem Solving / Process</b></p> <ul style="list-style-type: none"> <li>• <b>Innovation</b></li> </ul>	<p><b>Public Reporting</b></p> <ul style="list-style-type: none"> <li>• <b>Reflection/ Testing</b></li> </ul>

### Game process

- Risk taking
- Entrepreneurship
- Decision making

- Collecting thoughts
- What's next
- Reporting to the community