

## Project Lesson Plan: Serious Games

**If this is a NEW squad, complete lessons 1-9. If this is a continuing squad, you may skip lessons 1-9.**

Headphones or computer speakers recommended for Serious Games activities

Class Periods Based on a 50 minute class

Lesson Order	Module Name	Required/Optional	Activity	Preparation	Class Periods	Internet Required?	Type of Activity
1	Official Squad Member	Optional	What is MOUSE Squad?	Down load the Video ahead. Follow activity directions.	7 minutes	Y	Video
2	Official Squad Member	Required	Get on MOUSE Squad: Create Account	Follow activity directions.	1	Y	Computer or tablet
3	Official Squad Member	Required	Create Profile	Follow activity directions.	1	Y	Computer or tablet
4	Official Squad Member	Required	Create MOUSE Squad Avatar	Follow activity directions.	1	Y	Computer or tablet
5	Official Squad Member	Optional	Blog about Avatar	Follow activity directions.	1	Y	Computer or tablet
6	Official Squad Member	Optional	Leading the Way- A Space Quest Game	Post-it notes, Markers, 1 large 4 signs, each with a different leadership style name written on it (Pilot, Explorer, Thinker, Collaborator) poster of leadership wheel or handout. Follow activity directions.	1 or 2	N	Hands On
7	Official Squad Member	Optional	What is a Team?	A whiteboard, chart paper, or digital presentation tool. You may choose to print and cut out each of the quotes on the Quotes About Teams page so you can distribute the quotes to different students. Otherwise, you might just assign them a number. Teamwork 101 contains some helpful background information if you are new to team building. Follow activity directions.	1	Optional	Hands On
8	Official Squad Member	Optional	Great Teams	Follow activity directions.	1	N	Hands On

9	Official Squad Member	Optional	Teamwork Game: Make some noise	Choose one game card set: Animals, Household or Vehicles. Print out copies of the cards . Cut it up into individual slips of paper. There are 6 different cards, 2 of each per sheet. If you have less than 12 students, keep the numbers in each animal group consistent when you distribute the slips to each student. If you have more than 12 students involved in a training, copy extra sheets, each sheet has 12 cards total. Make sure to print out at least 2 of each card that you use so that no one has a card without a match in the room. Follow activity directions	1	N	Hands On
10	Serious Games	Required	Mission 1 – Gamestar Mechanic, Steps 1-3	Determine whether you want to view the videos in step 1 and 7 in presentation mode to the whole class or have each access it on their own. Review the Gamestar Mechanic site by clicking around the Quests, Game Alley and Workshop sections. See what it's all about. You will need to create an account. You may want to keep a secure list of everyone's Gamestar Mechanic login information for backup and retrieval purposes. Follow activity directions.	1	Y	Video & Computer
11	Serious Games	Required	Level 1, Mission 1 – Gamestar Mechanic, Steps 4-6	(playing the first 3 Episodes of the free Quest, "Addison Joins the League" in Gamestar Mechanic and discussions). Follow activity directions.	1 or 2	Y	Computer
12	Serious Games	Required	Level 1, Mission 1 – Gamestar Mechanic, Step 7	(you may want to allow students to make several iterations of their game, adding concepts discussed in previous steps, which would take multiple sessions). Follow activity directions.	1 or more	Y	Video & Computer
13	Serious Games	Required	Level 1, Mission 2 – Core Mechanics	Steps 1- 5: (playing the sample games of Gamestar Mechanic and discussions) Follow activity directions.	1	Y	Video & Computer
14	Serious Games	Optional	Level 1, Mission 2 – Core Mechanics	Step 6: (you may want to allow students to make several iterations of their game, adding concepts discussed in previous steps.) Follow activity directions.	1 or more	Y	Computer
15	Serious Games	Required	Level 1, Mission 3 – Goals, Obstacles & Chance	Steps 1 - 3: (playing the games and discussing results) Follow activity directions.	1	Y	Computer
16	Serious Games	Required	Level 1, Mission 3 – Goals, Obstacles & Chance	Step 4: (playing game and reflecting on process) Follow activity directions.	1	Y	Computer

17	Serious Games	Required	Level 1, Mission 3 – Goals, Obstacles & Chance	Steps 5 – 6: (playing game and reflecting on process) Follow activity directions.	1	Y	Computer
18	Serious Games	Required	Level 1, Mission 3 – Goals, Obstacles & Chance	Step 7: (you may want to allow students to make several iterations of their game) Follow activity directions.	2 or more	Y	Computer
19	Serious Games	Required	Level 1, Mission 4 – Found Object Game	Steps 1 - 5: At least 1 session for each iteration (you may want to allow students to make several iterations of their game) Several objects. Follow activity directions.	1 or more	Y	Computer
20	Serious Games	Required	Level 2, Mission 5 – What is Scratch?	Steps 1 - 2: (can be accomplished as a group along with creating a login) Review the Scratch website by clicking around the community. Explore featured projects. Click on the tabs Help and Discuss. This is where you can find helpful support from the Scratch team, educators and others from the Scratch community. You will need to create an account and you may want to keep a secure list of everyone's Scratch login information for backup and retrieval purposes. Playing the suggested games in the Mission will give you insight into timing and what comes next, but observing as students play and design is even more valuable. Ask students to explain what they're doing or - when confident - to help others as they learn. Follow activity directions.	1	Y	Computer & video
21	Serious Games	Required	Level 2, Mission 5 – What is Scratch?	Steps 3 - 8: (playing the first 5 Scratch games and discuss) Follow activity directions.	2	Y	Computer
22	Serious Games	Required	Level 2, Mission 5 – What is Scratch?	Step 9: Follow activity directions.	1	Y	Computer
23	Serious Games	Required	Level 2, Mission 6 – Scratching the Surface	Steps 1- 5: Determine whether you want to view the video in step 1 in presentation mode to the whole class or have each access it on their own. Become familiar with the Scratch environment. You may want to preview the video tutorials. Follow activity directions.	1	Y	Computer & video
24	Serious Games	Required	Level 2, Mission 6 – Scratching the Surface	Steps 6 - 9: (includes sharing and blogging). Follow activity directions.	1	Y	Computer

25	Serious Games	Required	Level 2, Mission 7 – It's the Remix!	Steps 1- 2: Determine whether you want to view the videos in step 2 in presentation mode to the whole class or have each access it on their own. Make sure students know how to download royalty free images and audio and follow proper procedures. You may want to have some images and audio downloaded and available to help if sites are blocked. Follow activity directions.	1	Y	Computer & video
26	Serious Games	Required	Level 2, Mission 7 – It's the Remix!	Steps 3 – 9. Make sure students know how to download royalty free images and audio and follow proper procedures. You may want to have some images and audio downloaded and available to help if sites are blocked.	1 – 3	Y	Computer
27	Serious Games	Required	Level 2, Mission 7 – It's the Remix!	Steps 10 – 11: (includes sharing, blogging and introduction video to Level 3) Determine whether you want to view the videos in step 11 and in presentation mode to the whole class or have each access it on their own. Follow activity directions.	1 – 3	Y	Computer & video
28	Serious Games	Required	Level 3, Mission 8 – The Serious Gamer	Steps 1 - 3: Determine whether you want to view the videos in step 1 and 2 in presentation mode to the whole class or have each access it on their own. Reviewing the games in step 4 - 8 will give you insight into how to play the games and what sort of topics will come up, but observing as students play may be even more valuable. Asking students to explain what they're doing or help others to empower them within the learning process. Follow activity directions.	1	Y	Computer & video
29	Serious Games	Required	Level 3, Mission 8 – The Serious Gamer	Steps 4 – 9: (includes blogging about the 4 games played). Follow activity directions.	1 – 3	Y	Computer

30	Serious Games	Required	Level 3, Mission 9 – Grow-A-Game	<p>Steps 1 – 4: Grow-A-Game is best played in groups where students can brainstorm collaboratively on developing ideas. You may want to determine brainstorming time limits for each step ahead of time. The more cards used, the more brainstorming time needed. If using an iPad or iPhone, make sure to download the app for each device. If using the Grow-A Game PDF Sample Cards, you will need to download and print them on color cardstock paper. Make sure you have a set for each group. If using the official Grow-A-Game card deck:</p> <p>Use the Apprentice Edition for beginners and younger students. Focuses on digital game examples.</p> <p>Use the Classic Edition for general users without much experience with digital games, but interested in exploring values-conscious design.</p> <p>Use the Expert Edition for advanced students complementing more conventional brainstorming methods and without example games to modify. Follow activity directions.</p>	1 – 2	Y	Computer or tablet
31	Serious Games	Required	Level 3, Mission 9 – Grow-A-Game	<p>Step 5 - 6: Continued from steps 1-4 above. Follow activity directions.</p>	1	Y	Computer or tablet
32	Serious Games	Required	Level 3, Mission 10 – Scratch Serious Game	<p>Steps 1 - 9: It may be helpful for students to create their games in pairs where they can collaborate on researching, prototyping and coding. Using the concepts from Grow-A-Game in Mission 9, begin to play around with an existing game and remix it into a serious game by changing and creating the storyline, scene, characters, mechanics, obstacles, etc.</p> <p>Steps 1 - 9, give students step-by-step directions on how to do this. Each step tackles changing and/or creating a new game element. If you feel ready, game designers can jump right in and bypass Steps 1-9.</p> <p>Or you may want to ‘look inside’ steps 1- 9 and discuss how the remix happened without actually doing the remix.</p>	1	Y	Computer

33	Serious Games	Required	Level 3, Mission 10 – Scratch Serious Game	Step 10: Research topic: 15 minutes to multiple sessions (depends on the depth of inquiry you want to accomplish). Design a prototype of their serious game: 1 - 2 sessions Select and remix game from Scratch1 - 2 sessions	3 or more	Y	Computer
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End Of Serious Games