

HOW TO FACILITATE THE GAME

OBJECTIVE:

You will work in a group to facilitate the entire class for a 30 minute activity.
Your group will begin teaching the class the research concept your group selected based on the studies you read.

THE ACTUAL GAME

1/3 Key concepts from research
1/3 Process is developing idea for the game and execution of activity
1/3 Crowd control and audience participation

Consistent Factors:

Some people will always decline to participate.
Others will get so involved in the game, they get out of control.

You need to consider how will you handle these two situations

What will you do on the spot, when you run out of questions or finish the activity and you still have extra time?

How will you improvise to fill the time?

Budgets:

Will you give away prizes? What kinds of prizes?

Will you use decorations? How will the materials you use impact the effectiveness of your activity?

EVALUATION OF PROJECT:

1 teacher evaluation form

Grading criteria:

Polish:	creative and interesting, presentation style, with ample eye contact
Organization	Clarity of ideas, understanding of concept,
Flow:	Introduction, transition, and conclusion
Support Materials	Use of props, handouts, and supporting posters. Citation of sources from research supporting posters
Outline:	Includes Cover Page, Outline, and Reference Page. Typed, detailed and comprehensive so any person could easily stand in for any one who does not appear.

Peer review by people in your group. (You will evaluate two team members)

Grading Criterion:

Group task:	Followed through on commitment
Group maintenance	Got along with other group members to help and not hinder group
Effective processes:	Follows rules, agenda, adapts to differences in the group.
Readiness to help:	Well prepared, exercises responsibility
Overall effectiveness	

Each person needs to offer candid and honest feedback. You can write additional comments on the back of the papers.

LET'S PLAY

Your team has the unique opportunity to create either a board game or classroom game. You will use organizational, relational, and task based skills while incorporating creativity into your game design.

To successfully complete this assignment you will do the following.

GAME TIME IS 30 MINUTES

1. Each team member must get one journal article and write a one-paragraph summary on it. The summary must include the title of the article, the source, what the study was about, what was interesting to the reader, and what idea from the article would be suitable to teach the class. Students are also required to photocopy a copy of the article and get prior approval before beginning on the game portion.
2. Based on the outside research, group members will select a theory or concept to teach the class.
3. Rules and goals of the game will be clearly defined at the start of the activity.
4. All class members and team members must be involved and actively participating in the game.
5. Part of your presentation may involve discussing problems you experienced in creating the game.
6. Turn in a typed outline that includes game rules, goals, and pre-game challenges. There is also a Work Cited Page required which includes all the research you used in developing the game.
7. Following the game each group will be responsible for turning in the 3rd Paper Post-analysis of the group activity. Each group will turn in a joint paper.

REMEMBER TO HAVE FUN!