



Using the Game in Classrooms to Promote Fun, Interactive Learning Experiences

Lesson Plans

Recommended Grade Levels: 6th grade and up

Subjects Enhanced by Play: Language Arts, Drawing

Applicable Concepts, Skills and Strategies: Written and oral expression, creative thinking, descriptive language, artistic depiction

Objectives: Students will develop oral and written expression, practice poetry, develop drawing skills, and learn to work cooperatively.

Components: Classroom lessons

Materials needed:

- The Game of Things game(s)
- Paper and writing utensils

Warm up:

Familiarize students with the game play by reading cards aloud to the class. Students can simply shout out answers, or can raise hands to give answers. Talk about how there are no black-and-white, right/wrong answers to the subjects on the cards. Talk about how some answers may be obvious or logical, while other answers could be creative and out-of-the box.

Activities:**1. Break the Ice and Get the Juices Flowin'**

Ask for five volunteers or choose five students to come to the front of the class. Read a topic card aloud to the class and have each of the five students in front fill out a response. Collect the responses and read them aloud to the class. Ask the class to try and match the responses with the students who wrote them. When a student makes a match, they come to the front of the class to replace that student whose response they matched to them. Continue playing a set number of rounds or just enough to fill a certain amount of time.

2. Different is Good

Break students off into small groups, or have them play individually. Each group or student should have a piece of paper and writing utensil. Choose a card from the game and read it aloud. Ask students to come up with three answers to the subject given. Their goal is to write down answers that they think the other groups/students will not. For example, for the card "Things...you wish grew on trees," students wouldn't want to answer "money" since that's obvious and others may answer with that. They want to think outside of the box, be creative, while still answering the question. Give them a set amount of time, and once that is done, ask each group/student to give their answers and write them on the board in front of the class. Any group or student with a unique answer gets points. You can play multiple "rounds" and come up with a fun prize or reward for the winner(s).

3. A Poet and You Know It

Discuss poetry with the class, reminding them of the different types of poetry and rhyming. Each student (or break them into pairs) should have a piece of paper and writing utensil. Read a card from the game in front of the class. Ask the students to think of an answer to the card, but instead of just giving the answer, ask them to write a short poem or stanza about it. You can give them a specific style, depending on what they have learned so far, or let them decide on their own. It can just be two rhyming lines, a haiku, etc. Ask students to read the poems aloud and discuss them. Is it obvious what their answer was? Talk about the poetry styles used.

4. Story Time

Talk about, or remind students, what a personal narrative is. Ask each student to choose a card from the game, think of an answer to the card that they are familiar with, and write a personal narrative about it. Ask students to read their card and their personal narrative aloud and discuss.

5. Ready, Set, Draw!

One at a time (or in pairs), ask students to choose a card from the game. Have them stand at the board in front of the class, read the card aloud, and then draw an answer. The student, or team, who had their answer guessed the fastest is the winner! Remind students that it's not necessarily about artistic ability, but about coming up with a simple answer that can be drawn and depicted simply, and then guessed quickly!

At-Home Activity:

Encourage students to play *The Game of Things...* at home with their families and friends. Encourage the students to think about how creative thinking, deductive reasoning and even strategy may play a role in game play. Talk about their game play experience. You might also ask the students to bring in a favorite game and have a game day at school.