

Lesson Topic:	#2: Game Components
Inquiry:	What is a Game?
CCSS:	4-6.IC.1 4-6.IC.3 4-6.IC.2
Objective:	In Lesson 2, students will explore the components of a game (plugged or unplugged) versus other forms of playing or entertainment. By the end of the lesson, students will be able to articulate the differences between an organized game and a free-play activity. In later lessons, students will draw from this knowledge.
Resources:	Slide Deck Student Activity Sheet

### Agenda

Starter:	Answer the following question in your notebooks: What makes a game a game? What is the difference between free play and an organized game?
Guided Practice:	<ul style="list-style-type: none"> <li>→ Review starter as a class.</li> <li>→ Hand out Activity Sheet #2</li> <li>→ Go over activity: Students will work with their table partners to complete the Play or Game Activity sheet. Each scenario asks the students to decide whether the activity described is a game or a free-play activity. Students will explain their answers.</li> </ul>
Independent Practice:	<ul style="list-style-type: none"> <li>→ Students work to complete Handout #2</li> <li>→ Teacher circulates the room to check in with groups and clarify any misconceptions.</li> </ul> <p>Extension:</p> <ul style="list-style-type: none"> <li>→ Students who complete the activity sheet early should come up with scenarios that are either play or game and describe why.</li> </ul>

Closing:	<p>→ As a class, review and discuss answers on Activity Sheet #2. Take informal polls about which students thought each scenario was a game or free-play activity.</p> <p><b>Synthesis:</b></p> <p>→ Make the connection that the rules and structure are the fundamental parts that differentiate between free play and structured games.</p>
Assessment:	<p>→ Review Activity Sheet #2</p>