Lesson Topic	4. Found objects game / Grow-a-game
Inquiry	What makes a good game? How can you develop a game with provided parameters?
Standards	7-8.CT.5 / 9-12.CT.5 Making Controls 7-8.CT.6 / 9-12.CT.6 Overall development and debugging of game
Objective	SWBAT Design and play test a game using objects in the classroom Use grow a game cards to develop multiple game ideas using the components of the game
Resources	https://create-a-game.glitch.me/
Agenda	
Starter	- Do now: (5 mins) - describe a game you enjoy to play and identify the different pieces in it (space, challenge, goal) - Looking around the room, what is a game you can develop only using what is in reach of you. Describe the components of the game
Guided Practice (mini lesson)	- Review grow a game components and play the game as a class a few time - We will pick three objects as a class and I will develop them into a game. This is like their found object activity.(3 mins) - We will also complete two rounds of grow a game (oi\ne just me and one class) so students can see how to 'play' the game. (3 mins)
Independent Practice	- Students will use their found objects (ruler, pen/pencil,textbook, pennies/paperclips, and one optional object they can provide to develop a game) to develop a game (7mins) - Students record each component of their game on their handout (2mins) - Groups trade games and play test the other groups game and provide a glow and grow (5mins) - Groups return and they play 'grow a game' as many times as they want. They will take notes on each game. After 7 mins of play they will decide on a game - Students record each component of their game on their handout (2mins)
Closing/Exit Slip	- Groups will trade and review the grow a game designs… They will ID each component and think about how they could modify one. WIll encourage them to modify to make it have a social impact or justice - They will read about a game and ID each of its components.
Assessment	Review exit slip–did students ID components correctly Circulate to take notes on iterative process, collaboration, check in that groups are able to design effective games

	Review handout for correct ID of components and description of game.