

Gaming in the Classroom - Lesson Plan

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Wii - Family Party: 30 Great Games Outdoor Fun

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Grades: 5-6 Subject Area: Math

Overview

In this lesson, students will be able to review the concept of elapsed time and use integers in a real world application.

A. Topic: Elapsed Time & Integers

B. Objectives: Common Core Standards

CCS 5 NBT	Understand the place value system.
CCS 5.NBT	Perform operations with multi-digit whole numbers and with decimals to hundredths.

C. Instructional Resources:

Wii Gaming System	Wii Game: <i>Family Party: 30 Great Games Outdoor Fun</i>
Projector/White board	Wii remote
Paper/pencil for students	

D. Procedures:

1. Choose the Inner Clock game on the *Family Party: 30 Great Games Outdoor Fun* disc.
2. Can have up to four players and can be used to help teach elapsed time as well as positive and negative numbers, or integers.
3. All players stand in front of a countdown clock and are given a time in seconds. During the first round, all players are given the same time. When the game begins, the time begins to countdown and then the time disappears and the players need to continue counting down in their heads and hit the buzzer when they believe time has elapsed to zero seconds.
4. Once all players have stopped their clocks, the game shows you how close the players were to the actual zero time. Now, you can discuss positive versus negative seconds and introduce or review the concept of positive versus negative.
5. During the second round, each player is given a different time to countdown. During the third round, it gets even harder, with changes in the time taking place within the countdown process. So you may have started out with 15 seconds to countdown to, but in the middle of this the time you need to countdown from changes and you have to switch mentally.

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6. The game also becomes exciting with the ability of the players to distract each other with their avatars. The game players can have their avatars talk or jump around, etc. The audience/class also tends to get involved in this distraction process.

7. Each round offers opportunities for operations with numbers with decimal places to the hundredths as well discussions and applications of the use of integers.

Teach:

*Suggestion: Teacher stands at the board and works first problems and then as students become comfortable, invite students to come up to the board to do problems as models for the class.

*Students who are not actively participating in the game should be at their seats doing problems. Collect papers at end of class and review for engagement and understanding.

*Suggestion: Have an order in place so students know who goes next- this will free up time during the lesson.

*Sample game play:

First round and the players all receive 20 seconds as their time to countdown from to zero

1st player stops their clock with 2 seconds still on the clock +2

2nd player stops their clock with 1.5 seconds left on the clock +1.5

3rd player stops their clock 3 seconds past the zero time limit -3

4th player stops their clock 5.25 seconds past the zero time limit -5.25

You can look at the integers and their placements on a number line to review/introduce negative and positive numbers.

You can find out how much longer one player held their count longer than another person through the use of subtraction.

You can see how long a player held their count in relation to their original time target given

*These are some of the problems/applications we utilized during the lesson, we are sure there are many other different math directions to take this activity.

Closure:

1. Review concept of elapsed time, operations to complete elapsed time problems and real world applications of usage of elapsed time.
2. Review place value concepts in decimal format.
3. Review integer placement on number line and real world application of the use of integers.

Assessment:

1. Teacher observation
2. Collect student seat work and evaluate for participation and/or for correct computation.

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