

"THE GAME" OVERVIEW

General Rules:

- The classroom will be broken into 4 sections
- Each student will be given a job, and sorted into a section
- In order to enter someone else's "section" you must pay \$1
- At first "groups" will be paid (bank money at end of the day)
- Groups own everything that exists in their section
- All "assets" may be rented or sold
- After a few days, payment will become "individual"
- Sections can organize their "stuff" and seating however they wish
- You will be responsible for various Journal entries
- You will receive random "game cards" that will alter your game
- We will have assignments and activities throughout
- We will hold multiple Town Hall Meetings to discuss The Game

Taxes:

1. Talking during instruction
2. Being off-task
3. Being Late
4. Sloppy or incomplete work/journals
5. Messy desks and/or community
6. Cheating (stealing + not paying)

Tasks:

1. Constantly think about what the purpose of the game might be.
2. Strategize with your group to achieve "success" within the game.
3. Air your grievances and/or share your feelings with the other groups. This is done in a **town hall** format, where you will send a representative(s) to speak on the group's behalf. You can make a statement, a proposal, or complaint that will be heard/responded to by other groups. You must write it out as a journal first!
4. Journal entries can be about any part of the game (opinions, feelings, questions, concerns, suggestions, people, rules, events, etc...) and directed/specific questions given by Mr. D.
5. Participate in competitions and activities to enhance understanding.

"THE GAME" UNIT TARGETS

<p>Socially Constructed Knowledge (class and group participation)</p>	<ul style="list-style-type: none"> - Observations - Collaboration - Engagement - Listen Actively - Contribute - Initiate action 	<ul style="list-style-type: none"> - Smarties Share - Poster/Design/Puzzles - Order of Importance - Spend \$1 Million - Family Vacation - Coin Toss & Poker - Game Cards & Rules - Class Discussions
<p>Develop and Express Points of View</p>	<ul style="list-style-type: none"> - Opinions/Feelings - Reactions - Connections - Big Ideas 	<ul style="list-style-type: none"> - Town Hall Meetings - Journal Responses - Game Reactions - Assignments
<p>Provide Support for Your Point of View</p>	<ul style="list-style-type: none"> - Details - Examples - Prior Knowledge - Explanations 	<ul style="list-style-type: none"> - Town Hall Meetings - Journal Responses - Game Reactions - Assignments
<p>Presentations</p>	<ul style="list-style-type: none"> - Voice - Eye Contact - Posture - Gestures - Rate - Creativity 	<ul style="list-style-type: none"> - Poster & Jobs - Family Vacation - Quadrants of Thought
<p>Project</p>	<ul style="list-style-type: none"> - Central Idea - Content - Support - Organization - Creativity - Interactivity 	<ul style="list-style-type: none"> - Final Project