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2024
2025

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ENGLISH LANGUAGE ARTS

Literacy Quest: Board Game Creations

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Literacy Quest: Board Game Creations

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Goals and Objectives

Literacy Quest: Board Game Creation is an interactive activity that aims to improve vocabulary and key reading skills. In a reading lesson, it can serve to meet various instructional goals that enhance students' reading, writing, and comprehension through interactive and engaging activities. By incorporating literacy challenges into a game format, these board games promote active learning and encourage students to participate enthusiastically. The collaborative nature of the games fosters communication and teamwork, allowing students to work together to achieve common goals. They will develop critical thinking and problem-solving skills, applying these abilities to progress through the game. This activity will help students learn a deeper understanding of vocabulary and among other skills. The board games that are created can be used for multiple grade levels and across subjects. They not only make learning enjoyable but also provide a versatile tool for educators to support their students' literacy development.

After this lesson, students will be able to:

• Design and construct their own literacy board games, which encourages innovation and original thinking.

• Develop storylines and characters for their games, which enhances their narrative skills and imagination.

• Analyze game clues and scenarios to determine the best course of action, which sharpens their analytical skills.

• Answer comprehension questions related to the game scenarios, enhancing their ability to extract and interpret information from texts.

Florida's B.E.S.T. Standards

ELA:

1. ELA.2.R.1.1: Identify plot structure and describe main story elements in a literary text.

2. ELA.3.R.1.2: Explain how text features, including titles, headings, subheadings, maps, charts, and tables, contribute to the meaning and support the purpose of a text.
   [This standard focuses on students' ability to identify and explain how different text features contribute to understanding the text's meaning and purpose. By engaging with various literacy board games, students can practice identifying and interpreting these features within the game's context, reinforcing their comprehension skills.]

3. ELA.7.R.1.3: Analyze how an author develops and contrasts the points of view of different characters or narrators in a text.

Math:

4. MA.3.NSO.1.2 Compose and decompose four-digit numbers in multiple ways using thousands, hundreds, tens, and ones. Demonstrate each composition or decomposition using objects, drawings, and expressions or equations.

5. MA.3.NSO.1.1: Demonstrate fluency with addition and subtraction within 1,000.

6. MA.3.M.1.2: Measure and estimate liquid volumes and masses of objects using standard units of grams (g), kilograms (kg), and liters (l).

7. MA.7.NSO.1.2: Apply and extend previous understandings of addition and subtraction to add and subtract rational numbers; represent addition and subtraction on a horizontal or vertical number line diagram.
   [This standard requires students to extend their knowledge of addition and subtraction to include rational numbers, using number lines for representation. Math challenges in the board games can involve adding and subtracting rational numbers, helping students visualize and solve these operations.]

As a reminder, this project meets standards for all grade levels (K-12) and subjects.

Curriculum Area(s):

1. K-12 Cross Curriculum
2. Students in the General Education Program and Exceptional Student Education Program
3. The project can be adapted to other ages or achievement levels
4. The project can be used with larger or smaller groups

Materials

The material for the lesson includes the following: Game Board and game pieces) poster board and little towers/ figurines that can be game pieces), question cards (index cards), timer, writing materials (paper, pencils, markers). A computer is also required if the students are creating the digitized version of the organizer, such as when using PowerPoint or Canva

Setup

The strategy will help students learn a deeper understanding of vocabulary and their connectedness to the central concept of a text. Below is an example of a reading classroom activity setup:

1. Divide the class into groups of 3-4 students, ensuring a mix of abilities and strengths within each group.

2. Have each group read a passage related to the game theme and brainstorm ideas for incorporating text structure questions into their game.

3. Provide materials for students to sketch and design their game board, including paths and special spaces.

4. Instruct students to create question cards that focus on text structures like cause and effect, compare and contrast, and sequence, based on the passage read.

5. Allow groups to test each other's games and hold a group discussion to share feedback and reflect on their learning experience.

Sample Lesson Plan

** Please feel free to tailor these broad lesson plans to fit individual needs and student populations**

Title: Exploring Vocabulary with Concept Circles
Grade Level: Upper Elementary-Middle School
Duration: 45-60 minutes

Lesson Plan: Using Literacy Board Games to Enhance Identifying Text Structure

Objective:
Students will use a literacy board game to identify and understand different text structures (e.g., cause and effect, compare and contrast, sequence, problem and solution, and description).

Materials:
- Literacy board game (pre-made or student-created)
- Text structure anchor charts or posters
- Text excerpts or passages representing different text structures
- Index cards
- Dice
- Game pieces (buttons, small toys, etc.)
- Student notebooks or reflection sheets
- Rubric for assessing understanding of text structures

Lesson Outline:

1. Introduction (10 minutes)
   - Objective Explanation: Explain the day's objective: students will use a literacy board game to enhance their ability to identify and understand different text structures.
   - Review Text Structures: Briefly review the different text structures (cause and effect, compare and contrast, sequence, problem and solution, description) using anchor charts or posters.

2. Game Overview (10 minutes)
   - Game Instructions: Explain the rules and objectives of the literacy board game. Highlight how the game incorporates identifying text structures.
   - Modeling: Demonstrate a few turns of the game, showing how to identify text structures within the game context.

3. Game Play (30 minutes)
- Group Formation: Divide students into small groups (3-4 students per group).
- Game Distribution: Give each group a literacy board game set, including game boards, dice, game pieces, and text structure cards.
- Playing the Game: Have students play the board game, focusing on identifying text structures as they encounter different tasks and challenges within the game.

4. Discussion and Reflection (20 minutes)
- Group Discussion: After playing the game, have each group discuss the text structures they identified during gameplay. Encourage them to provide examples from the game.
- Class Sharing: Each group shares their findings with the class, discussing any challenges they faced and how they overcame them.

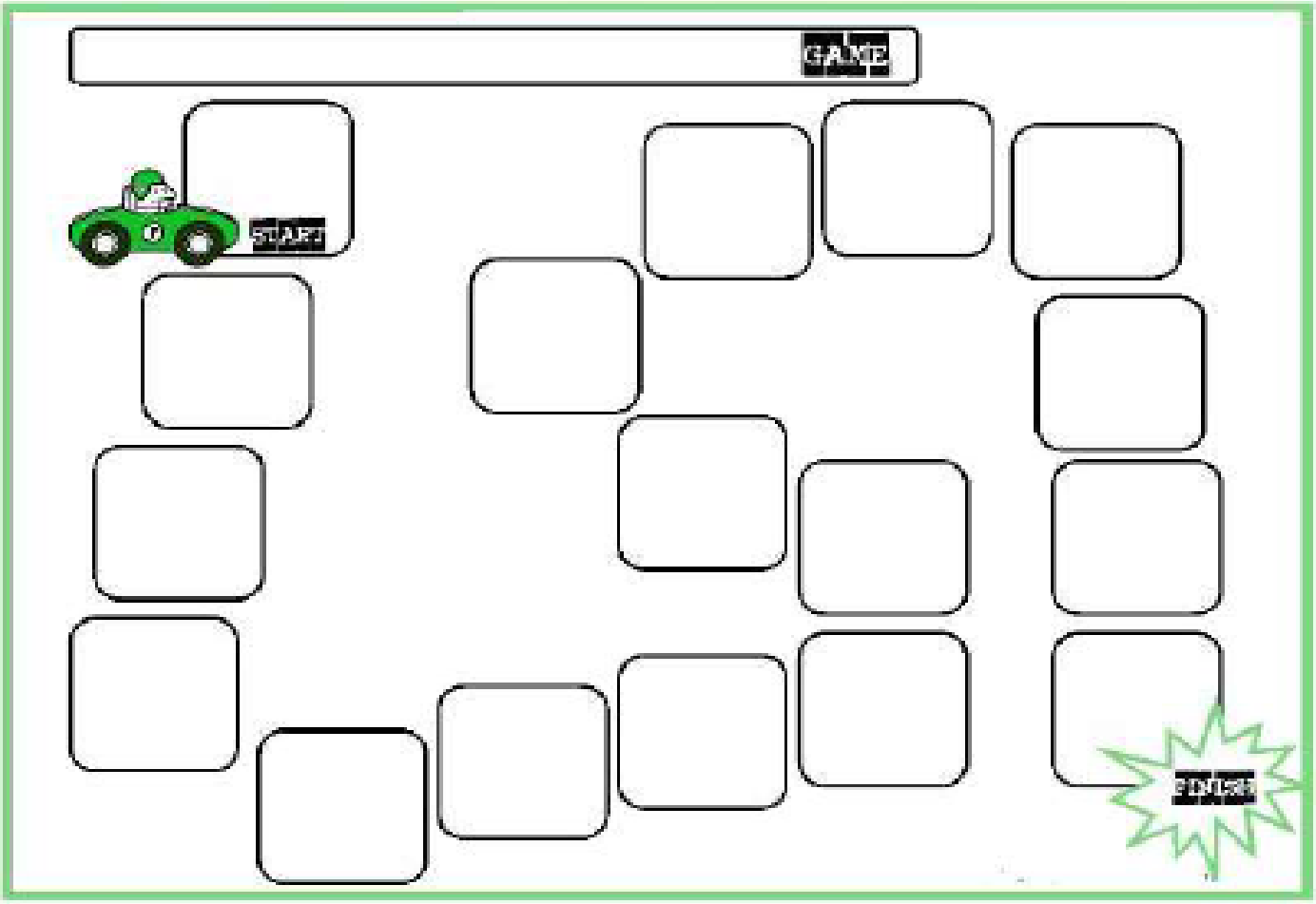
5. Assessment Activity (20 minutes)
- Text Excerpts: Provide students with various text excerpts or passages. Ask them to identify the text structure of each excerpt and explain their reasoning.
- Individual Reflection: Have students write a short reflection on how the board game helped them understand text structures better.

Assessment:
- Observation: Monitor group interactions, participation, and engagement during the game.
- Reflection Sheet: Review student reflections to gauge their understanding and personal insights about the lesson.
- Group Discussion and Sharing: Evaluate the quality of group discussions and the accuracy of the text structures identified during the class sharing session.

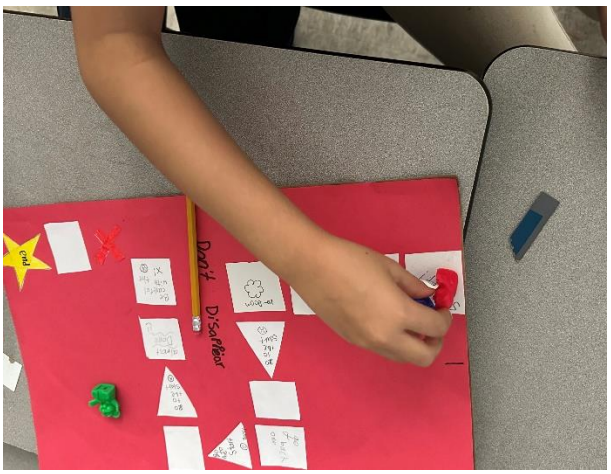
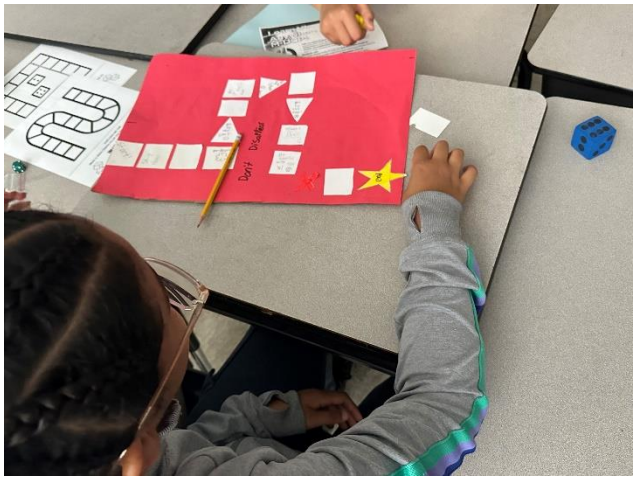
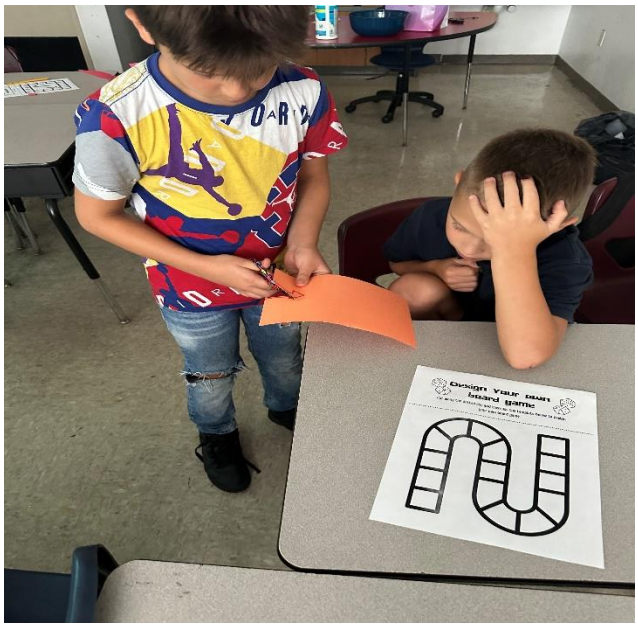
This lesson plan integrates interactive gameplay with critical thinking, allowing students to engage with and deepen their understanding of text structures in a fun and collaborative way.

Handouts---Example of blank game board templates can be found at:
https://haytorview.devon.sch.uk/wp-content/uploads/Create-my-own-board-game-template.pdf

START					go ahead 2 spaces		
			go ahead 1 space				lose a turn
	go back 1 space					go back to start	FINISH



Resources/ References

Other resources that are needed include
Access to a printer
Various board game templates
Internet

Student created board games: