



Games Around the World

Project Idea: Students will be learning about different games from different communities, skip counting, money, and how to collaborate with others. They will demonstrate applied knowledge by creating their own board game. They will also demonstrate the speaking and listening standards by teaching their game, they will write instructions, and they will show others how to play it.

Driving Question: How can we, as board game designers, use our knowledge of money, skip counting, and elements of board games to create our own board game?

Content: 2.NBT.2 Count within 1000; skip count by 5s, 10s, and 100s.

2.MD.8. Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using the money symbol and the cent symbol.

SL 2.1. Participate in collaborative conversations with diverse partners about grade 2 topics and texts with peers and adults in small and large groups.

SL.2.1.a. Follow agreed upon rules for discussion.

W.2.5 With guidance and support from adults and peers, focus on a topic and strengthen writing as needed by revising and editing.

W 2.8. Recall information from experiences or gather information from provided sources to answer questions.

Major Products: Lapbook of the different games that students will get to learn and their own board games

Making it Public: Students will begin by teaching and playing their board game with their peers in their class. They will then present their board game and seek feedback from the other second grade class. Next, they will be given time to revise and improve based on feedback given. Finally, students will have a showcase on a Friday afternoon for family members, KPO board, members of KPO, and board members to come and play their games.

