# 1: LESSON PLAN – Cloud City

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| **LEARNING AIMS** | Students will:<br>● Engage in cooperative play<br>● Reflect on their own logical and spatial reasoning<br>● Gain a basic understanding of game mechanics, rules, fundamental gameplay, scoring, strategies, cooperative principles, increase mental math skills, number sense skills<br>● Logical reasoning: **Investigating** the game mechanics to figure out how to build lots of walkways, keeping to a 3 by 3 city size (W1)<br>● Spatial reasoning: **Tactilizing** the tiles, towers, and walkways to figure out how to develop a 3 by 3 city (W1) |
| **MATERIALS** | ● Enough copies of Cloud City for your class (3-4 students per game)<br>● Whiteboard and marker<br>● Cloud City Scorecard (one per student)<br>● Condensed rules sheet – Cloud City How to Play |
| **SPECIAL CONSIDERATIONS** | ● Could introduce game through modelling the game (ELL learners)<br>● Could have the instructions in picture formats (simplified instructions)<br>● One round of Cloud City game play takes approximately 30 minutes.<br>● Organize groups according to student needs: Play in pairs, so two on two. Encourage discussion and understanding of the game. Focus on the rules of the game. |
| **LESSON ACTIVITIES** | 1. Show box and start by asking questions about it. What do you notice? Has anyone played this before?<br><br>Let's watch this video to see how the game is played:  <mark>Cloud City How to play</mark> (can pause at any time necessary to review a rule). Ask a few questions to emphasize rules:<br>    ● What does each team get to start? (starting tile plus towers, 3 tiles in their hands)<br>    ● How do you set up the rest of the game? (3 tiles facing up, draw pile, put towers and walkways in piles of similar colours)<br>    ● What do you do on a turn? (**must** place a city tile adjacent to another, **must** put on matching towers, **may** place walkways, **must** pick up another tile)<br>    ● What are the rules for placing walkways? (connect same-colour buildings, can't cross over walkway at the same level, can't go over empty space, max 2 walkways per tower)<br>    ● What tile can you pick up? (from draw pile or 1 of 3 face-up, replace a face-up tile if you take one)<br>    ● How big can your city get? (3 by 3)<br>    ● How do you score? (number on the walkways) What did you notice about the points on the walkways? Use the scorecard at the end to calculate your points. |

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- Why would you want to put walkways down right away? Why would you want to wait to put walkways down?

Few Notes:
- You cannot move a tile once you put buildings on it. You cannot move walkways once you have placed them.
- **Note**: your starting tile can end up in any spot in your final city (doesn't have to be in the middle, can be side or corner)
- **Be very careful – the towers and walkways aren't sturdy – protect your city!**

Today, you'll be **investigating** how to play the game to build lots of walkways and **feeling** the pieces to build your city with towers! (Hand out games – can do the "unboxing" question on the reflection sheet first.)

- Divide students into their groups of 3-4.
  - Explore pieces, read rules that come with the game
  - One on one group engagement for questions and clarifications
  - Once students feel comfortable, they may start an official round.

- Teacher circulates and prompts student discussion of strategies. Encourage students to ask each other the questions listed on the "How to Play" sheet (see below).
  - Why did you choose to place that piece there?
  - Could you have tried a different strategy?
  - How many points did that move equate to?

- At the end of the game time, encourage students to complete the reflection sheet.
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**QUESTIONS/ REFLECTIONS**
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Questions for students/prompts:

Focus for Week 1:
- How did you decide what tile to pick at the end of your turn?
- Which tiles were difficult to place?
- Did you rotate the tiles before placing them at the base? Did that help you attain higher points? Did you visualize?
- What is your strategy to have the highest score?
- What colour of buildings and walkways did you focus on? Did it work? Will you choose a different colour next time?
- Did placement of higher buildings correspond to a higher score?
- How did your opponents' play impact your strategies?
- Since building the walkways is optional, was it useful to build or to wait to place the walkways?
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"For Next Time" Reflection Question:

How are you going to place your tiles, buildings, and walkways next time to increase your score from today's score?

Other questions to consider:

- How are you going to obtain the most points?
- Did the player with the highest buildings get the most points?
- What strategy did you use to get the highest points?
- How are your individual boards the same? How are they different?
- What was the most challenging part of this game?
- If you could make one change to the game, what would it be? Why?
- How many 8-point walkways do you think someone could build for this game?
- BEFORE YOU TALLY POINTS: Compare your game board to your neighbor. Estimate who won.
- You get to design a new tile for the game, what would you design?