

### **3: LESSON PLAN – Cloud City**

<b>LEARNING AIMS</b>	<p>Students will:</p> <ul style="list-style-type: none"> <li>● Engage in cooperative play</li> <li>● Reflect on their own logical and spatial reasoning</li> <li>● Gain a basic understanding of game mechanics, rules, fundamental gameplay, scoring, strategies, cooperative principles, increase mental math skills, number sense skills</li> <li>● Logical reasoning: <b>Investigating</b> the game mechanics to figure out how to build lots of walkways, keeping to a 3 by 3 city size (W1)</li> <li>● Spatial reasoning: <b>Tactilizing</b> the tiles, towers, and walkways to figure out how to develop a 3 by 3 city (W1)</li> <li>● Logical reasoning: <b>Predicting</b> where tiles and walkways will end up in their city (W2)</li> <li>● Spatial Reasoning: <b>Visualizing</b> possible final cities, with tile and walkway placements (W2)</li> <li>● Logical reasoning: <b>Examining</b> city tile and walkway configurations, each turn, to maximize points (W3)</li> <li>● Spatial Reasoning: <b>Fitting</b> city tiles for great plays to set up high-point walkways (W3)</li> </ul>
<b>MATERIALS</b>	<ul style="list-style-type: none"> <li>● Enough copies of Cloud City for your class (3-4 students per game)</li> <li>● Whiteboard and marker</li> <li>● Cloud City Scorecard (one per student)</li> <li>● Condensed rules sheet – Cloud City How to Play</li> </ul>
<b>SPECIAL CONSIDERATIONS</b>	<ul style="list-style-type: none"> <li>● Grouping the students in either the same or different groups as last class. Play in pairs to encourage strategic play.</li> <li>● One round of Cloud City game play takes approximately 30 minutes.</li> </ul>
<b>LESSON ACTIVITIES</b>	<p>1. [students start in their groups.] Great play last week! A couple of rule reminders:</p> <ul style="list-style-type: none"> <li>● You <b>must</b> place towers right away on city tiles</li> <li>● Walkway colour <b>must</b> match the tower colour – be careful in your planning as there are only three walkways of 8 points in a colour</li> <li>● No more than <b>two</b> walkways per tower</li> </ul> <p>Today, we'll continue focusing on good city tile placements – where your towers go and the possible walkways really depend on where your city tiles end up on your board. Each turn, you can take time to <b>examine</b> your city as it grows and you can <b>examine</b> the tiles in your hand. Then, you can test and figure out how to <b>fit</b> the tile on your city to get high points!</p> <p>We'll give this a try in your groups before we start our first game. You can work on this question as a group. Take a look at your reflection sheet #1 (<a href="#">Image</a>). You are given the 3 tiles in your hand. Imagine you're</p>

	<p>starting your 5th turn. <b>Examine</b> the city and make a plan! For Option 1, pick one tile – colour in and draw in possible walkways to show where you can <b>fit</b> it best on the city. For Option 2, pick a different tile – colour in and draw possible walkways to show where you can <b>fit</b> it best on the city. Try to make the best plays possible by talking with your group. [Students could also use the tiles from the game if they want to examine the tiles and fit them on the city.] Once you finish #1, you can play a game. As you play, think about what you do to <b>fit</b> city tiles on the board to make high-scoring walkways.</p> <ol style="list-style-type: none"> <li>2. 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).             <ol style="list-style-type: none"> <li>a. Why did you choose to place that piece there?</li> <li>b. Could you have tried a different strategy?</li> <li>c. How many points did that move equate to?</li> </ol> </li> <li>3. At the end of the game time, encourage students to complete the reflection sheet.</li> </ol>
<p><b>QUESTIONS/ REFLECTIONS</b></p>	<p>Questions for students/prompts: Other questions to consider: (add previous weeks questions)</p> <ul style="list-style-type: none"> <li>● How are you going to obtain the most points?</li> <li>● Did the player with the highest buildings get the most points?</li> <li>● What strategy did you use to get the highest points?</li> <li>● How are your individual boards the same? How are they different?</li> <li>● What was the most challenging part of this game?</li> <li>● If you could make one change to the game, what would it be? Why?</li> <li>● How many 8-point walkways do you think someone could build for this game?</li> <li>● BEFORE YOU TALLY POINTS: Compare your game board to your neighbor. Estimate who won.</li> <li>● You get to design a new tile for the game, what would you design?</li> </ul>