p4: LESSON PLAN – Cloud City

LEARNING AIMS	Students will: ● Engage in cooperative play ● Reflect on their own logical and spatial reasoning ● Gain a basic understanding of game mechanics, rules, fundamental gameplay, scoring, strategies, cooperative principles, increase mental math skills, number sense skills ● Logical reasoning: **Investigating** the game mechanics to figure out how to build lots of walkways, keeping to a 3 by 3 city size (W1) ● Spatial reasoning: **Tactilizing** the tiles, towers, and walkways to figure out how to develop a 3 by 3 city (W1) ● Logical reasoning: **Predicting** where tiles and walkways will end up in their city (W2) ● Spatial Reasoning: **Visualizing** possible final cities, with tile and walkway placements (W2) ● Logical reasoning: **Examining** city tile and walkway configurations, each turn, to maximize points (W3) ● Spatial Reasoning: **Fitting** city tiles for great plays to set up high-point walkways (W3) ● Logical reasoning: **Analyzing** walkway placements, for quantity, length, and relationship to towers (W4) ● Spatial Reasoning: **Comparing** cities to learn more strategies for playing (W4)
MATERIALS	● Enough copies of Cloud City for your class (3-4 students per game) ● Whiteboard and marker ● Cloud City Scorecard (one per student) ● Condensed rules sheet – Cloud City How to Play
SPECIAL CONSIDERATIONS	● Grouping the students in either the same or different groups as last class and reasons for. Encourage discussion and understanding of the game. ● One round of Cloud City game play takes approximately 30 minutes.

LESSON ACTIVITIES	1. The last couple of weeks, we focused our class discussions on how to fit city tiles on the board – they are important in deciding where walkways go to score points. Today, we're going to **analyze** our strategies and our cities to figure out how to best place walkways.
	
	Discussion: What are your strategies for building walkways to get lots of points? How does that strategy help?
	
	[If these ideas don't come up, they can be shared:] A few ideas that came up previously are:
	   1) Make fewer long walkways vs make lots of short walkways
	   2) Place all possible walkways immediately vs waiting till later

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3) Connect all towers vs leave some towers not connected

One way we can analyze our strategies and cities is to **compare** how two cities look. Let's try that with two final cities from last week that have the same score! [<u>Starter Image</u>] Let's spot the differences and figure out good strategies. [2nd page of starter has specific questions if the ideas don't come up.]

When you play today, each person in your group can make their own separate city. None of the rules change. **However,** make sure that you are **taking turns** by waiting for the previous person to finish. You can test and plan ahead while others are taking their turns. **Derek had some wise advice: If you don't plan ahead you could waste your turn planning**.

2. Divide students into their groups.

3. Hand out the reflection sheet so students know what questions to think about. Encourage them to choose one round of the game and answer the questions (could get through 2 rounds in one class).

4. 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).
   a. Why did you choose to place that piece there?
   b. Could you have tried a different strategy?
   c. How many points did that move equate to?

5. **At the end of the game time, encourage students to complete the reflection sheet – before they dismantle their city!**

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QUESTIONS/ REFLECTIONS

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Other questions to consider:

(add previous weeks questions)

- 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?

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