

Play, Create, Share, Reflect


A Condensed Hour-by-Hour Guide



Play (2 hours), Create (5 hours), Share (2 hours), Reflect (1 hour)

By
MIND Research Institute

Schedule at a Glance

Schedule	Activities	Notes
August or September	<ul style="list-style-type: none"> Attend a training session Check out teacher resources 	<ul style="list-style-type: none"> Maker Website Mass STEM Hub Website Creativity Roadmap Appendix I: More on Creativity Teacher Training Preso Deck A Note from One8 Foundation & Mass STEM Hub
In Advance	<ul style="list-style-type: none"> Take the teacher survey Have students take their survey Ensure families have their game(s) 	<ul style="list-style-type: none"> Teacher Survey (Kinder - 1st) Student Survey (2nd - 3rd) Student Survey (4th - 5th) Student Survey
Hour 1 Play	(60 min.) <ul style="list-style-type: none"> Play games - see our website for ways to access the various games, including our web and app-based digital simulations. Share photos <ul style="list-style-type: none"> #MathMINDs, #Mass STEMWeek 	<ul style="list-style-type: none"> (K-1st) Kraal Animals (K-3rd) Achi (2nd-5th) Turtle Sums (4th-5th) Cannonball
Hour 2 Play	(60 min.) <ul style="list-style-type: none"> Continue playing, share on social media 	<ul style="list-style-type: none"> #MathMINDs #MassSTEMWeek
Hour 3 Create	(20 min.) <ul style="list-style-type: none"> Read/finish the Maker Story NEAq Intro Video Give the Maker Challenge Create teams of two (40 min.) <ul style="list-style-type: none"> Start making. Focus on ways to adapt the gameplay to add an addictively challenging twist. The twists can be a combination of how pieces move, how to win, the types of numbers or pieces 	<ul style="list-style-type: none"> Maker Story Intro Video Maker Challenges <p>Anything that kids think will help them move toward the challenge is up for grabs. They are the boss. We don't want to limit or pigeonhole their thinking, merely guide it.</p>

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	involved, involving 3 or more players, the game board, etc.	
Hour 4 Create	(20 min.) <ul style="list-style-type: none"> Design Mini Lesson (40 min.) <ul style="list-style-type: none"> Continue making - focus on getting just enough done that you can start testing. 	Lesson (~ 5 min. each) <ul style="list-style-type: none"> Maker Mini Maker Puzzlet NEAq Design Video (coming soon) Why Maker Mini's?
Hour 5 Create	(20 min.) <ul style="list-style-type: none"> Feedback Mini Lesson (40 min.) <ul style="list-style-type: none"> Join 2 other teams for a feedback session <ul style="list-style-type: none"> Give/receive feedback. 	Lesson <ul style="list-style-type: none"> Maker Mini Maker Puzzlet NEAq Feedback Video (coming soon) Maker Hats - Color, Printer Friendly
Hour 6 Create	(20 min.) <ul style="list-style-type: none"> Struggle Mini Lesson (40 min.) <ul style="list-style-type: none"> Continue making/testing  Implementation Idea: Connecting with Industry Experts Connecting with industry professionals around their work is a great way to motivate students and for them to recognize their own growing math and problem solving skills. As students recognize the value of their struggle in creating a viral game, have them brainstorm a few questions that they would like to have answered by professionals — like the exhibit designers at the New England Aquarium and game designers at Hasbro. You can then post those questions on our Ask an Expert forum and then share their responses back with your students.	Lesson <ul style="list-style-type: none"> Maker Mini Maker Puzzlet NEAq Struggle Video (coming soon) The following questions might help jumpstart their ideas for the experts: <ul style="list-style-type: none"> What have you done when your guinea pigs don't find your game idea as fun as you do? How have you changed the rules of a game to make it harder for one set of players than others (ex. adults vs. kids)? What feedback was insightful or helpful, but you are stuck on what to do about it?

Hour 7 Create	(60 min.) <ul style="list-style-type: none"> Put the finishing touches on the game 	Now you can focus on making it look nice.
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Hour 8 Share	(60 min.) <ul style="list-style-type: none"> Share your game with others live Gather gameplay data from the players Take photos and video for Hour 9 <p> Planning Ahead: If your students would be excited to see themselves in the final STEM Week Challenge celebratory video, consider having the people in the gameplay video complete this media release to be uploaded with the game for an opportunity to be in the video.</p>	<ul style="list-style-type: none"> Game Play survey (google form) Game Play survey (printable) <p>In Hour 9 you'll submit student work for industry professional feedback. To make the process easier, make sure to work with students (or their guardians) to take a video of players engaging with their game, as well as a picture/pdf of the game board/pieces and of the rules.</p>
Hour 9 Share	(60 min) <ul style="list-style-type: none"> Submit your game for industry experts to review <p>Submissions consist of:</p> <ul style="list-style-type: none"> Game title Game board picture or pdf Game rules picture or pdf Video of people playing the game live. [optional] media release to allow use of the video in social media and other STEM Week Challenge recap venues <p>You can submit all the games your students came up with or select a few from your class. Consider making the decision together as a class.</p>	<p> Implementation Idea: Connecting with Industry Experts</p> <p>Hopefully your students got some helpful insights from professionals on the forum while they developed their new games. Now you have the opportunity to submit your students' games to the Online STEM Week Challenge to receive industry professional feedback and have the opportunity for your students to be selected to display their game at the New England Aquarium in the spring (conditions allowing).</p> <p>Once you've picked the games and gathered all the materials, make sure you submit here by midnight on Friday, October 23! All submitted games will receive industry feedback, and</p>

	Which game(s) did students most enjoy playing? Which do they think will be most popular with visitors at the NE Aquarium?	winners will be announced by mid-November.
Schedule	Activites	Notes
Hour 10 Reflect	<p>(60 min.)</p> <ul style="list-style-type: none"> • Take post-survey • Maker Reflection class discussion • Send us your feedback <p>Be on the lookout for a celebration video that will come out mid-November.</p>	<p>Teacher and students take their respective surveys (available October 10):</p> <ul style="list-style-type: none"> • Teacher post survey • Student post surveys <p>Example reflection questions.</p> <p>Project Feedback - Teacher Only</p>