## Exploration Academy
### 2nd Grade Unit Plan
#### Caine’s Arcade – Cardboard Challenge
##### 4-6 Weeks

### Desired Results

**Essential Questions:**
Can I build a working arcade game that other students will enjoy playing?

**Enduring Understandings:**
- What character traits does Caine have?
- Why do people play games?
- Why do games need instructions?
- I can write a procedural text called instructions.
- A force is a push or a pull.
- Increased force can make an object go faster.
- Friction slows down an object.

**Objectives – Students will be able to:**
- Follow the Tiger’s Design Process to construct a working game, write directions and use a rubric as a peer evaluation tool.

### Standards (3rd Grade)

**Science**

TEKS 3.6 6 Force, motion, and energy. The student knows that forces cause change and that energy exists in many forms. The student is expected to:

- (B) demonstrate and observe how position and motion can be changed by pushing and pulling objects such as swings, balls, and wagons; and
- (C) observe forces such as magnetism and gravity acting on objects.

**ELAR**

TEKS (10) Composition: listening, speaking, reading, writing, and thinking using multiple texts--writing process. The student uses the writing process recursively to compose multiple texts that are legible and uses appropriate conventions. The student is expected to:

- (A) plan by generating ideas for writing through class discussions and drawings;
- (B) develop drafts in oral, pictorial, or written form by organizing ideas;
- (C) revise drafts by adding details in pictures or words;
- (D) edit drafts with adult assistance using standard English conventions, including:
  - (i) complete sentences;

### Assessment Evidence

May include but not limited to:
- Formal and informal teacher observations
- Discussions
- Teacher questioning and student oral responses
- Rubric
- Completed projects
- Class presentations
- Self-assessments/Peer evaluations

## Activities and Resources

### Activities
- Acrostic Poem (Character Traits) CAINE
- Bubble Map (Essential Pieces of any Game)
- Survey of Favorite Games
- Construct Game using the Tiger’s Design Process
- Write and Revise/Edit Instructions for Game
- Presentation of Game
- Peer Evaluation of Game
- Makers Space Practice Stations

### Differentiation
- T will help revise for Ss as necessary
- Peer Assistance
- Extra Time as Needed

### Resources:
- marbles
- cardboard boxes
- rulers
- glue/tape
- paint
- [https://www.youtube.com/watch?v=faIFNkdq96U](https://www.youtube.com/watch?v=faIFNkdq96U)
- construction paper
- markers