

Lesson Plan Outline for Teaching with Technology (Games)

Your Name

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Academic Subject

English 12 elective: Humanities

Standards: State and/or Common Core

CC.11-12.R.L.2; CC.11-12.R.L.3; CC.11-12.R.L.5; CC.11-12.R.L.6; CC.11-12.R.L.7; CC.11-12.R.L.9; CC.11-12.R.I.1; CC.11-12.R.I.7; CC.11-12.SL.1; CC.11-12.SL.2; CC.11-12.SL.4;

Subject(s) of the lesson
Humanities (morality, logic, identity)

Prerequisite Knowledge: What do they need to know? What will you have them recall?

Students will have already played the game for a brief period, and should recall their understanding from the previous

Content Describe in a paragraph. You can also add an outline.

Students are searching for a more developed understand of and working answer to the question: Who are We? Their efforts today are to play the game further and prepare for a fishbowl class discussion on the previous day. (The playing of the game itself may take more than one class period as this lesson is describing)

List the objectives for this lesson. They should include what the students will learn from your instruction

- Students will analyze how the game response to who we are.
- Students will evaluate the answer the game poses as to who we are.

How will you teach the content? Details help. Include the game(s), what do you do before the games and how do you follow-up.

Students will first look at an image addressing the relationship between man and machine and draw conclusions about who we are from the image. They will then use the bulk of the period to continue playing the game as a pair, where the off-player at the time is taking notes about happenings in the game, so that with the waning ten minutes of the period, the pair can coordinate a game plan for discussion in a fishbowl format for tomorrow where they will explore, provide evidence and defend the game's presentation as to what it means to be 'human.'

Additional materials you will use and how will you use them.

Steam operating system will be necessary, as will the game *The Talos Principle*, either the demo or complete game. Students will need a computer that can support the game. A smart board will also be necessary (or if not available, a youtube video-viewing medium will suffice to allow students to see how the game plays).

Evaluation Strategies

- whole-class discussion/comments during modeling part of the process.
- pair discussions as students play
- pairs progress in the game
- pairs discussions at the close of each day and end of the activity.