



Mrs. Gibb Enrichment Activities

Please refer to the directions below for enrichment activities while students are home. These are optional activities provided for review and additional practice of grade-level skills and material during the time off. If you have any questions or your child needs assistance, please contact sgibb@bigspring.k12.pa.us

	<p align="center">Strategic Game Development Directions and Activities Week of 6/1/20</p>
<p>Connecting with Students</p>	<p>*Connect via Office Hours: Friday at 1:00 PM. Link was emailed to participants. If you believe you should be a participant and did not receive a link, please contact Mrs. Gibb immediately.</p> <p>*Connect via email: sgibb@bigspring.k12.pa.us or sgibb@bigspringsd.org</p>
<p>Online Enrichment Activities DUE Midnight Sunday!</p>	<p>Learning Target:</p> <p>Choose <u>2</u> of the following <u>4</u> activities to complete by the end of the week. If you choose the Ongoing Assignment, please complete the report posted on classroom. <u>If you choose to complete an online assignment that has been placed in the archived assignments topic, you need to email me so that I know you have completed it. It won't show up on my page.</u></p> <ol style="list-style-type: none"> Using a deck of regular playing cards, create a game that involves the mechanic of deck-building. Write a short description of the game and how it works. Using a chess/checkers board, create your own game using the chess pieces or bits you can find at home. The rules of the game must be to conquer, but the pieces must move in ways that are different from the moves in chess or checkers. (or Othello!) Write a short description of the game and how it works. Join office hours and play a virtual game using the board game arena link. Complete the quiz. ONGOING ASSIGNMENT: Create a game that revolves around the theme of online education vs. face to face education OR the theme of how things in a culture/society change in times of national emergency. You can choose any mechanic you want, but the theme must be as stated. You may choose to create physical objects and bits that you can find around your house as part of the game, or use Flowlab to create your game. I will also have the templates printed at your request for you to pick up at the district office. You will need to ask for the templates this week in order to use them next week. * See information below for engagement evaluation for this assignment

Offline Enrichment Activities	<p>Offline enrichment activities are available upon request (requests must be made in advance due to limited staffing at the District Office).</p> <ol style="list-style-type: none"> 1. Play a board game with your family. See if you can determine: the mechanic used, the theme, and the conflict. Write a short review of the game: mechanic, theme, conflict, how you liked it, would you recommend it, and why/why not. 2. (Blank game bits and cards available) Create a game that revolves around the theme of online education vs. face to face education OR the theme of how things in a culture/society change in times of national emergency. You can choose any mechanic you want, but the theme must be as stated. You may use materials you find around your house to develop the game's bits and materials. ONGOING ASSIGNMENT * See information below for engagement evaluation for this assignment
Office Hours/ Support	<p>* If you need any help or have any questions please email me. I will also be online each Friday at 1:00 PM to respond directly to provide support through a chat feature as necessary.</p> <p>*email me if you have any questions or want to chat</p>
Engagement Evaluation – New Game Development ONLY	<p>Because of the nature of the class, students working on development of a new game will need to record and report the amount of time they spent on the game development, and what tasks were accomplished. The development of a game will take multiple weeks to complete, so students choosing that option will be evaluated as shown in the second rubric posted below.</p>
GIFTED SERVICES COVERED IN THESE ASSIGNMENTS	
Skills emphasized in these assignments	<p>Critical thinking, collaboration, academic creativity, communication, citizenship, continuous learner, advanced analysis of written/oral text, digging deeper into regular education content, extension of regular education content.</p>
GIEP goal areas these activities are designed to target	<p>We will be addressing the following skills connected to student GIEP goals:</p> <ul style="list-style-type: none"> • Students will continue to develop Profile of a Graduate Skills through activities in any subject class.
Specially Designed Instruction	<p>We will be implementing the following accommodations/services:</p> <ul style="list-style-type: none"> • Enrichment –In classes that are not advanced, students may still ask to be provided with an activity that meets the same standard at a higher level in place of what their peers are doing. • Students will have opportunities to confer with teachers to identify their specific needs in order to improve Profile of a Graduate skills.

AFTER APRIL 13, 2020, STUDENTS WILL BE SCORED ON THEIR LEVEL OF ENGAGEMENT IN CLASS ASSIGNMENTS. This chart explains how students will be scored. The only

exception is for students choosing to create a new game. Those students will be evaluated as stated above.

Score:	Level of Engagement	Online Expectations: <i>*Offer 4 activities weekly</i>	Offline Expectations: <i>*Offer 2 activities weekly</i>
2	“Highly Engaged”	Student completes 3 <u>OR</u> 4 of the weekly activities.	Student completes 2 activities.
1	“Engaged”	Student completes 2 of the activities.	Student completes 1 activity.
0	“Inadequately Engaged”	Student completes 1 <u>OR</u> 0 of the activities.	Student completes 0 activities.

ONGOING ASSIGNMENT ENGAGEMENT SCORING

All students will be scored the same for this assignment, whether they choose online or offline.

2	Highly Engaged (2 pt) = Minimum 1.5 hours spent over the course of a week on the development of the game. Students will complete the “Ongoing Assignment Report” and TURN IN each week.
1	Engaged (1 pt) = Minimum 45 minutes spent over the course of a week on the development of the game. Students will complete the “Ongoing Assignment Report” and TURN IN each week.
0	Inadequately Engaged (0 pt) = Fewer than 45 minutes spent over the course of a week on the development of the game. No completion of the “Ongoing Assignment Report.”

Families who would like hard copies of enrichment activities provided to them can request this by any of the following:

1. Big Spring School District website at www.bigspringsd.org in the “news” section
2. Calling the district office at 717-776-2465
3. Emailing the request to EverAlwaysStrong@bigspring.k12.pa.us.