

Strategic Games Option Course Outline

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Learning different strategies has become an essential tool in the everyday life of students, teachers and parents. Learning a variety of strategies to utilize in real life situations is the goal of this course. Students will work with a variety of tools, applications and technology to develop and showcase these skills.

WHAT KIDS CAN LEARN FROM PLAYING STRATEGY GAMES

- To develop their critical thinking and concentration skills
- To detect patterns in game play
- To plan out their moves based on what they think their opponent might do (plan ahead)
- To consider and weigh many outcomes as they think about their best possible move (problem solving)
- To consider and adjust their approach when it doesn't work

Topics

- Ethics and safety
- Collaboration with other students
- Card games
- Board Games
- Paper & pencil games
- Outdoor games
- Technological games

Class Routines

At the start of class

- go to your desk
- put other books and backpacks out of the way
- Check the board for the daily activity

At the end of class

- Put away your supplies
- push your chair in and wait to be dismissed

Expectations

- Bring your supplies to every class (as requested)
- Follow instructions carefully
- Follow all classroom and school rules
- Be respectful

Evaluation

Students will be expected to design a game of their own by the end of the term. Because students will have various levels of expertise, they will not always be working on the same project at the same time. Students will be assessed on completed project and work habits. The rubrics for marking projects and work habits are listed below.

Projects Rubric

Project Criteria	Excelling	Proficient	Beginning	Limited
Elements of Playing a game	Amazing! Project goes above and beyond the requirements of the project.	Adequately applies the principles discussed in class	Project is satisfactory, but lack of planning is evident	Project is incomplete or only the minimum is done
Creativity	Demonstrates a unique level of originality	Demonstrates originality	Lacks sincere originality	Shows little or no evidence of original thought
Effort	The project is outstanding and was finished with a great deal of patience and effort	Completed in an above average manner	Project is finished but lacks finishing touches or could be improved upon with little effort	Project was not completed in a satisfactory manner

Work habits rubric

Work habits criteria	Excelling	Proficient	Beginning	Limited
positive attitude	Always	Regularly	Occasionally	Rarely
on task	Always	Regularly	Occasionally	Rarely
uses computers responsibly	Always	Regularly	Occasionally	Rarely
finishes projects on time	Always	Regularly	Occasionally	Rarely
follows routines	Always	Regularly	Occasionally	Rarely

CTF Outcomes

These are the areas we will be focusing on as a class.

Outcome # 1: I can design in response to challenges.

Outcome # 2: I can follow safety requirement associated with occupational areas and related technologies.

Outcome # 3: I can problem solve in response to challenges

