

Critical Thinking Lesson Plan

Figure It Sprout

Year Group/Grade	Subject	Topic
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Lesson Overview This lesson is a dynamic exploration of critical thinking, collaboration, and technology application. Students will begin with problem solving stations, sparking creativity. Through the use of technology (the Figure It Sprout Educational Edition game), students will build critical thinking skills in a fun, interactive way. To conclude, students will demonstrate their learning and connect to Costa's Levels.

- Materials Needed**
1. Presentation slides.
 2. Station directions printed out (slides 2-5).
 3. Timer (optional).
 4. Game: *Figure It Sprout Educational Edition*.
 5. Computers with internet.
 6. Index cards or sticky notes - 6 per student.
 7. Six paper bags (any opaque bag), each with a random object in it (can be anything, just not sharp or messy).

- Learning Objectives**
1. Students will be able to analyze and contribute to group discussions and problem-solving activities, demonstrating effective collaboration.
 2. Students will be able to apply technology to enhance their learning, specifically through the *Figure It Sprout* game.
 3. Students will be able to synthesize and articulate connections between unrelated items in six steps or less, showcasing critical thinking and creativity.

- Suggested Lesson Sequence**
1. Prep Needed:
 - Set up four stations in the classroom (print out slides 2 through 5 in the provided slide deck and put one at each station).
 - Go through the *Figure It Sprout* game beforehand so you understand how it works and the overall concepts.
- Engage (15 minutes)**
1. Start with Problem-Solving Stations. Students will spend three minutes at each station (described below; use a timer if desired), then move to the next station. This introduces the theme of problem-solving in a fun, active way. Print out station directions beforehand as noted in the 'prep needed' section.

Suggested Lesson Sequence (continued)

Story Continuation: One student starts a story with one sentence. Each subsequent student adds one sentence to continue the story.

20 Questions: Students think of something related to the topic of critical thinking. Others ask yes/no questions to guess it.

Guess the Object: Students will use their senses to guess the mystery objects.

Six Degrees of Separation: Students choose any two items that are physically present in the classroom and put them on the table. Students then work together to discuss and connect these two unrelated items in six steps or less.

Example: Say students choose a "book" and a "pencil". Here's a possible connection:

Book: It's used for reading and gaining knowledge.

Knowledge: This leads us to the subject of writing.

Writing: To write, we often use tools.

Tools: A pencil is a common writing tool.

Pencil: And here we've connected the book to the pencil in five steps.

Explore & Explain

1. Game Introduction (5 minutes; slide 6): Introduce *Figure It Sprout*. Use a projector to show the game interface, explain the rules, and demonstrate navigation by clicking through a few screens.
2. Give each student six index cards. As students work through the game, they need to write six things they do in the game (one on each card). Here's a few examples (let students think on their own; do not provide these to students):

Read a letter

Plant plants

Read about plants in almanac

Rearrange plants

Get points

3. Game Time (30 minutes): Students play the game. Circulate to observe their strategies and teamwork.

Elaborate & Evaluate

1. **Costa's Charades** (10 minutes):

- a. Display the Costa's Levels chart on the board (slide 7 in the slide deck).
- b. Collect all student cards. Quickly review cards and remove any duplicates.
- c. Each student picks a card with a situation from the game.
- d. Students take turns coming up to the front of the class to act out their card. The rest of the class tries to guess the action/situation from the game. Students then discuss to identify which level of Costa's thinking it represents.
- e. After each charade, facilitate a brief discussion on why the situation represents a particular Costa's level.

i. NOTE: Guide students to think of the higher level meaning of what they were doing. For example, literally 'reading the letter' may have been a card, but this also connects with Costa's Level 1 - Gathering Information.

Optional Homework Assignment:

(slide 8) This game was created by a group of students! If you were to create a game to help your friends build their critical thinking skills, what would it be? What would the game be about? What would students do? Come next class with a few ideas to share.

Alternative group or classroom project:

Create a paper prototype game based on your critical thinking game idea.

Common Core State Standards for English Language Arts & Literacy:

- CCSS.ELA-LITERACY.SL.6-12.1: The stations, story continuation, 20 questions, and charades activities promote collaborative discussion.
- CCSS.ELA-LITERACY.SL.6-12.3: The story continuation and charades activities require students to evaluate others' points of view and reasoning.

ISTE Standards for Students:

- ISTE 1. Empowered Learner: Playing "Figure It Sprout" encourages students to leverage technology to take an active role in learning.
- ISTE 4. Innovative Designer: The problem-solving stations promote identifying and solving problems with a variety of strategies.

Next Generation Science Standards:

- Practice 1: Asking Questions and Defining Problems: The stations and charades game promote problem-solving skills.
- Practice 2: Developing and Using Models: The stations and charades game promote understanding of abstract concepts.

About

Lesson plan materials developed by educational consultant Ashley P. These materials were created for use in conjunction with the video game Figure It Sprout for Gaming Against Violence, a program from Jennifer Ann's Group®, a 501(c)(3) nonprofit charity. Additional critical thinking games are available. Other topics include consent, healthy relationships, and resilience.



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