Critical Thinking Lesson Plan MushWhom?

Year Group/Grade	Subject	Topic

Lesson Overview   Students will create questions for each level of Costa's Levels of Thinking. They will then play MushWhom?, identifying different levels of critical thinking used while playing the game. Optionally, they will extend their learning by creating their own questions for the game and/or images of their choice.

Materials Needed

1. Mushwhom? video game.

2. Costa's Levels of Thinking chart.

3. Image(s) to spark multiple levels of questions.

4. Presentation slides (optional)

Learning Objectives

1. Students will learn how to ask higher level questions utilizing Costa's Levels of Thinking in order to promote higher level thinking and inquiry.

2. Students will understand and explain the importance of critical thinking.

Suggested Lesson Sequence

1. Pre-video game activity

a. Divide students in small groups.

b. Display or distribute Costa's Levels of Thinking chart and display an image that can spark multiple levels of questions. For example:

c. Have students work with their group to write a question from each of Costa's Level of Thinking.

Examples:

Level 3: Predict how and why this ad could impact teen body image.

Level 2: What is the nutritional difference between Coke and Diet Coke?

Level 1: What is Taylor advertising?

Suggested Lesson Sequence (continued)

2. <u>Prior to using the video game</u>
   a. Tell students that they will utilize critical thinking at different levels while playing Mushwhom?. They should identify when they are using each level of thinking while playing.

3. <u>Video game</u>
   a. One game should take about 30 minutes to play. Students should utilize the journal while playing. They can write down some notes while playing when they identify different levels of thinking that they are using.

4. <u>Post-video game</u>
   a. Have students pair up to share where they identified the different levels of thinking, and have a class discussion.
   b. Optional: Have students play the game again and create 1-2 questions per Costa level. The questions could be shared via carousel: Students write each question on a different sticky note. They place their sticky on the corresponding poster/labeled area of the classroom for that Costa level. Then, students view all questions and discuss.
   c. Optional: Students find their own image and create 1-2 questions per level. This could be turned in as a formative assessment.

Common Core Standards:

- R.CCR.1: Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text.
- R.CCR.2: Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas.
- R.CCR.3: Analyze how and why individuals, events, and ideas develop and interact over the course of a text.
- R.CCR.7: Integrate and evaluate content presented in diverse formats and media, including visually and quantitatively, as well as in words.
- SL.CCR.2: Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.
- SL.CCR.3: Evaluate a speaker's point of view, reasoning, and use of evidence and rhetoric.
- RL.9-10.1: Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

About

Lesson plan materials developed by educational consultant Caroline Boddiford. These materials were created for use in conjunction with the video game Mushwhom? 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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