
THE NEW COMMONS PROJECT

LESSON PLAN ASSIGNMENT

OVERVIEW

In groups, you will develop a lesson plan that uses a role-playing game to help students meet specific learning objectives.

LEARNING OBJECTIVES

- 1) Examine the connection between learning and role-playing games
- 2) Become familiarized with key pedagogical concepts and approaches
- 3) Make deliberate and thoughtful pedagogical decisions
- 4) Articulate the value (broadly defined) that role-playing games offer in the teaching, learning, and/or practice of a particular skill set or concept that you believe to be important to our community.

RATIONALE

The nominators of *Dungeons and Dragons* propose that the game presents the opportunity for people to develop critical thinking skills, as well as an appreciation for narrative. In your lesson plan assignment, you may hone in on an aspect of critical thinking, storytelling, or another skill that you see as a component of role-playing games that can be transferred into a more explicitly pedagogical setting.

REQUIRED ELEMENTS

- 1) You will develop a lesson plan (designed for an age group of your choice) that includes:
 - a. An overview of the lesson
 - b. The ideal student age/grade level, the estimated class periods or amount of time the lesson will take, and the relevant subjects in which it could be taught
 - c. A list of learning objectives
 - d. Necessary materials or resources
 - e. Instructional plan (how the game will be introduced; how students will be grouped, if needed; how students will develop an understanding of the relevant skill or concept and put it in practice; what form of closure will be provided)
 - f. Assessment guidelines

- 2) You will consult with an educator (broadly defined) who teaches the relevant subject, learning objectives, or age group to receive feedback on your lesson plan ideas at least one week before you submit it
- 3) You will each submit a completed version of the self-assessment document at the end of the project sequence.

ADDITIONAL NOTES

Your consultation with the educator of your choice does not need to be a lengthy or overly formal. You may ask them to meet with you for a 20 minute socially distanced coffee or Zoom meeting during which you can share your general ideas with them, ask them what they think the strengths and struggles of such a lesson may be, and inquire as to their own pedagogical strategies to achieve the same learning objectives.