

KIWI CO. CRATE: ARCADE LESSON PLANS

Borderless
Teaching
Community

FLARE FROM THE SCHEDULE TO YOUR HIGHLIGHTS

5 STEP LESSON PLANS FOR: K-2-ETS1-3: Engineering, Technology, & Applications of Science

STEP 1
Book Selection

EXPLORE MAGAZINE

Steve the Kiwi in the Arcade
Answer pgs.1-4
(Reading Literacy Standard)

KIWI CRATE LIBRARY

- The Kids Book of Simple Machines: Cool Projects & Activities that Make Science Fun
- Play These Games: 101 Delightful Diversion Using Everyday Items

STEP 2
Content Planning

MATH

TECHNOLOGY

Social
Studies

SCIENCE

FINE ARTS

DRAW IT YOURSELF
DRAWING SHAPES
CC MATH
K.G.B.S

ENGINEERING &
DESIGN

CREATE
Claw Game
Tilt-to-Win
Games

STEP 3
Lesson Format

ARCADE GAMES

VOCABULARY

Questions:

- | | | | |
|--------------------------|---------------------------|--|--|
| LEVEL 1 | LEVEL 2 | LEVEL 3 | Level 4 |
| • Name some Arcade games | • Where did you see them? | • Recall what shapes you see in the box? | • How would you use the Claw?
• How could you improve the game? |

STEP 4
Lesson Implementing

Introduction:
CLAW GAMES P.9
BUILD YOUR
OWN P.10

DRAW IT
YOURSELF P.5

Worktime:

- Assemble Claw
- Tilt-To-Win
- Laser Maze
- Make A Penny Arcade

Content Summary:
See Content & Writing Stds.
See Content & Writing Stds.
See Content & Writing Stds.
See Content & Writing Stds.

Add 3D Shapes to Claw Game Box

STEP 5
Evaluation

Evaluation: Opinion on writing quality and purpose

- Standard Met
- Still Approaching Standard Requirements
- Not Yet Met

Outdoor Field Trip Experiences

VISIT ARCADES FOR VIEWING
TECHNOLOGY IN GAMES