



Learning goals:

- Work collaboratively
- Apply critical and creative thinking to solve problems
- Consider what makes a good game



Let's play!

1. Sit in the teams given to you by your Praxis teacher
2. Each team will have four players and one observer. This is randomly determined by your teacher.
3. The four players must work out how to play the game they are given, and play at one round
4. The observer will take notes on the team as they play. They will take notes for each player on:
 - a. Listening skills
 - b. Turn-taking skills
 - c. Strategic thinking
 - d. Teamwork
 - e. Problem-solving skills
5. If you complete one round in the 30 mins, you may change roles.

End of lesson reflection

Using permanent marker, **write your full name and your Praxis class number** (e.g. PR1) on the front of your Praxis journal.

In your Praxis journal, write the heading 'Week 2, Reflection' and write answers to the following questions in full sentences:

- What activity did you do in Praxis today?
- What did this activity teach you about teamwork?
- What did this activity teach you about problem-solving?
- What did this activity teach you about games and game design?