

OVERVIEW

Topic Design Thinking
Age range 4-7
Subject Arts & Sciences
Duration 4 weeks

DESCRIPTION

In this exchange, students will experience the joy of play and be inspired to learn about the world. Students in different countries will teach each other how to play games that they enjoy and that are unique to their culture. Students will receive instructions and a video from their partners, and learn how to play their game. Then they will share a video of themselves learning and playing the new game.

| TASK TOPICS | LEARNING OBJECTIVES Students will: |
|---|---|
| Task 1: Getting to Know Our Partners | <ul style="list-style-type: none"> share their culture with their global partners by creating a video to describe their school/summer camp, favorite activities, sports, foods, holidays and celebrations. |
| Task 2: How to Play the Game: Show and Tell | <ul style="list-style-type: none"> create a poster or written directions explaining how to play a favorite game create a video showing how the game is played |
| Task 3: Let's Play | <ul style="list-style-type: none"> learn and play their partners' game express what was fun or challenging about the game |
| Task 4: Reflection | <ul style="list-style-type: none"> discuss with the teacher and their classmates what the similarities and differences were in their lives and their games. |

United Nations Sustainable Development Goals (UN SDGs)

Goal 5 Quality Education

Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all

ISTE Student Standards

- 1.1 Empowered Learner
- 1.2 Digital Citizen
- 1.3 Knowledge Constructor
- 1.4 Innovative Designer
- 1.5 Computational Thinker
- 1.6 Creative Communicator
- 1.7 Global Collaborator

