BLOXELS CLASSROOM ACTIVITY 7

PRESIDENTIAL RUN CHALLENGE

Lesson Description:

Students research a president/leader or historical figure, and then use Bloxels to tell a story about his/her life, their time in office, and what made him/her unique.

Grade Levels: K-8

Timeline: Five 40-minute class periods



CONTENT AREAS







Objectives:

SWBAT: research historical leaders; create presidential run Bloxels video games to teach/inform their classmates.

Academic Standards:

- CCSS (ELA): W.K-8.2, W.K-8.7, RI.K-8.7
- **C3** (SS): D2.His.3.3-5, D2.His.3.6-8
- ISTE (Technology): 1c, 1d, 2b, 3a, 4c, 5c, 6a, 6d, 7c

Technology Resources & Materials:

- Tablets
- Bloxels Boards & Cubes
- Bloxels Builder App
- Storyboards
- Bloxels planning paper

ACTIVITY:



- Students pick a leader and research them, either individually or in small groups.
 - Students should learn about their life, political achievements, and other historical facts - focusing on things you can demonstrate through the art and dialog of their video game.
- Students then use their research to complete a storyboard to plan a narrative around the leader.
- Students should then convert their story onto Bloxels planning paper.
- Once ready, students will begin using the Bloxels gameboards, cubes, and the Bloxels Builder app to tell their story through an interactive game experience.
 - Note: Designating the following roles to group members may be helpful: "character developer," "level designer," and "level decorator" (these can rotate).
- Sample game for Abraham Lincoln:
 - ◆ Abe Lincoln's cabin, collect wooden nickels as coins, and add dialog that tells the story about how he was the 16th president by using a white story block.
- Once done, each expert group can share their game with the class so that the class learns about each important historical leader/figure.
- For an added bonus, students can design the flag that was used at the time of their leader's time in office, and incorporate this into their layout/background.