

The Game

Preparations:

The game space should be large enough for pairs of students to spread out, enabling them to stay focused on their partner with minimal interruption from others.

- Print out enough copies of the appropriate level situation cards so that each pair of students has the same situation for each round of the game. The cards are available with this lesson plan.
- Markers (1 per student)
- Chart sized paper (1 sheet per 2 students)

How to Play:

1. Divide your class into pairs and locate a workspace for each pair.
2. Designate one person to be the Informer and the other to be the Listener.
3. Informers gather around the computer and listen to the teacher read the scenario while Listeners move away and plug their ears. Give a copy of the scenario to the Informer for reference during the game.
4. Direct students that from now until the signal (you make this up) there can be absolutely NO TALKING. The job of the Listener is to report what the Informer is trying to communicate.
5. Now have students go to work spaces and sign their message. When each group has finished all communications have them sit quietly back to back.
6. After a few minutes, when most groups are ready, have the Listener from each pair stand up and say what they learned from the Informer.
7. End the round by sharing the scenario and discussing the difficulties encountered.
8. Switch roles and complete another round, trading scenarios.
9. Bring the group together and discuss ways to improve communications during future rounds making sure that options adopted are accurate to the situation for Lewis and Clark.

Extensions:

1. During subsequent rounds, through discussion, allow students to suggest ways to improve their communications. Some suggestions may be to add pictures, maps and diagrams. Allow anything that would have been an option during the Expedition.
2. Combine pairs and have three Listeners or two Informers.