

Cardboard Economics

Unit: Orientation & Gameplay	
Workshop: 1	Date: Sept

Objective(s): Orientation & Gameplay

Materials & Resources: Game Library & Forum
[The international journal of computer game research.](#)

Lesson Agenda: _____ **Time ():**

Lesson Elements: Orientation, gameplay & communication.

Engagement: Students will be introduced to the projects goals and play games. Hooray!

Assessment/Evaluation:

Homework:

Reflection on Plan and Instruction:

Notes:

Goal recap- design/develop a board game

Incorporate economic/financial concepts into the game.

Explore the world of analogue games.

Use games as a reflection tool to go over what was covered in class.