

Middle School Getting Started Lesson Plan



Introduction

Teacher:	Grade:	Date(s):
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Unit Title: Getting Started

Materials/Resources/Tech	Contextual Vocabulary
Teacher: computer, teacher portal	Claim, evidence, reasoning, phenomenon, the HIVE, melting point, boiling point, energy
Student: computer, assigned PDFs	observations, hypothesis, experiment, evidence, inferences, conclusions

Learning Experience(s)

Essential Standards/Objectives: Students will construct evidence-based arguments to evaluate and refine solutions in Sci-Ops: Global Defense, using data on melting point, boiling point, and energy transformations.

Essential Question(s): How does the choice of a specific gear upgrade impact your performance in Sci-Ops: Global Defense, and why is it the most effective option for your strategy?

Gear Up (5 min): To get students acclimated with the storyline found in the game and resources, have students explore the [Plasma Adventures: The Beginning comic](#).

Guided Practice (15-30 minutes):

- [CER Training Mission](#)
- [Field Guide: Claim, Evidence, Reasoning Chart](#)

Independent/Small Group Practice (10-15 min):

- Sci-Ops Gameplay levels 1-3 | [Sci-Ops Play to Learn- Levels 1 to 3](#)

Additional Resources for 90 Minute Classes:

- (30-45 min) [Classified Files: What is Science?](#)
- (15-30 min) [Sci-Ops Vocabulary Student Choice Board](#)

Differentiation Strategies

- Portal & Sci-Ops available in Spanish
- Sci-Ops Play to Learn-optional activity during gameplay if needed for student direction

Assessment(s) & Reflection

Assessment & Closure (5 min):

Power Down: Choose one piece of Sci-Ops gear and explain a science concept associated with that gear.

Teacher Reflection: (Next steps?)

[Lesson Plan Feedback](#)