**Community Game Board: Reflect**

**About This Lesson:** The participants consider the elements that make up a community. Reflecting on their own communities, using their personal community knowledge and experience, they consider which elements are necessary, important, desirable, and expendable. The exercise will focus on the local community and establish a common understanding of community within the group.

**Teaching Strategies:**

* Small groups will work cooperatively to identify the importance of community elements.
* Giving the participants the community elements in game pieces allows most of the activity time to be used identifying and discussing the elements in their personal community and their relationship to those elements.
* Working together, they create a larger, more diverse, and more complete reflection of their community.

**Time Frame:** flexible - 20 minutes

**Audience:** 4th grade up

**Objectives:**

The participant will reflect on their community by

* identifying elements that are common to many communities,
* discussing these elements as they relate to the participant’s personal experience,
* deciding which elements are most important to them as an individual and as a community member,
* considering the strengths and weaknesses of their community.

**Materials:**

For each student group:

* One game board
* Multi-colored community element shapes
* Paper and pens
* Sticky notes

**Advanced preparation by the teacher:**

Make game-boards and community element shapes.

**Procedure:**

1. Examine the community elements and relate back to home community. Does the element exist in the home community? Is it important to the community? Does it contribute to a community’s success? Why or why not?
2. Consider valued community elements that are not included in the pieces. Represent these elements with the sticky notes.
3. Students will be building a community, but that they have limited space. They must include as many elements as they feel are important, but each piece must be on the black board and touch one of the sides. Pieces may not overlap each other or hang over the edge of the board.
4. Students work in teams to “build” their communities by placing the community element shapes on the game-board. The requirements that the pieces not overlap and touch the edge will force the groups to make choices about what to include and what to exclude.
5. Each group shares their community. Students should be encouraged to explain their decisions.

**Summary Questions for Whole Group Discussion and Assessment:**

1. What elements did you feel were most important to include? Why?
2. What elements did you feel were not very important? Why?
3. How did limited space effect your decisions?
4. Did your group have any disagreements about what to include or exclude? How were they resolved?
5. What elements did you add on the sticky notes?

**Making the Imagine Mars Community Board Game**

These are the instructions for making one game set, including one laminated game board and sixteen laminated game pieces. The game pieces should be a variety of colors. Avoid using the same color with a single shape-the fire department triangle should be a different color than the park triangle.

Materials Needed:

* 16 sheets of construction paper or cardstock in a variety of colors
* 1 piece of black tag board cut 8.5”x11”
* Laminating machine
* Scissors
* Permanent Marker

Copy the shapes onto the paper by hand or by paper copier. Colors are random to the shapes, but avoid duplicating same color on same shape.

Label the pieces using the permanent marker. See list of community elements with shapes following this description.

Laminate the pieces following the procedures for your laminating machine. If a laminating machine is not available, there are products that will cover the pieces without a machine.

Cut the individual pieces.

Laminate the game board.

Board and pieces will fit in a 12” by 12” plastic sealable bag for storage.

**Imagine Mars Game Pieces**

Board pieces

Fire Department

Park

Movies

Farmland

Arts Auditorium

Housing

Library

Museum

School

Gym

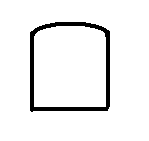
Hospital

Government Office

T.V. Station

Market

Police Station



Restaurant

