

Newly Roommate Game

PROGRAM DEVELOPER		PROGRAM LENGTH		DATE IMPLEMENTED	
Joe Mastrocola		Estimated 1 hour	Actual 1 hour	5/5/15	
CURRICULUM AREAS		PROGRAM SUMMARY			
	Lifelong Learner	<p>Students play the newlywed game but instead of their non-existent spouse, they are paired with their roommate. Basically, the roommate pairs are asked questions about each other and need to match up their answers. Winners get a prize.</p>			
	Identity				
	Ethical decision Making				
	Goal Setting and Planning				
	Time Management				
	Study Skills/Test Taking Strategies				
	Personal Wellness				
	Positive Risk Taking				
x	Relationships				
	Appreciation on Differences				
	Community Membership				
PROGRAM SIZE			3-10 students		31-40 students
		x	11-20 students		41-50 students
			21-30 students		50+ students
SSL:					
<p>A.4 determining their personal values, beliefs, needs, and interests in order to forge connections with themselves and others and to deepen the meaning of their lives. [SSL-1B; MCSLS-3.2]</p> <p>C.4 living cooperatively with others [ACUHOI-A1, A2]</p>					
LEARNING OBJECTIVES (Audience, Behavior with action verb, Condition, Degree) Essential knowledge, concepts, skills, performances...					
<p>Students will be able to answer questions about their roommate.</p> <p>Students will be able to realize how well they actually know their roommate.</p>					
MATERIALS			PREPARATION / MANAGEMENT		
Attach copies of materials designed/selected for student/instructional use					
Questions, Prizes (I chose cupcakes)			Write the questions.		
INSTRUCTIONAL PROCEDURES					
INTRODUCTION (hook, focus, key question, motivation)					

	<p>Tell students by participating with their roommate, they will automatically receive 1 cupcake to share between them. The winner gets several cupcakes, and second place gets more 2 cupcakes.</p>
<p>BODY OF PROGRAM (Active, student engagement, learning, developing)</p>	
	<p>Explain the rules. Roommate pairs are divided up. A question is asked about student interests, family, or personal information they wouldn't mind sharing like hometown. Both write down an answer. If their answers match, they get a point. Ask all the questions or as many as time allows. Player with the most points at the end wins. Simple as that.</p>
<p>CLOSURE (summary, wrap-up)</p>	
	<p>To sum up the program, hand out the prizes and ask students if they knew their roommate as well as they thought. Some students will be surprised by how little they actually know each other.</p>
<p>EXTENSIONS AND/OR RELATED ACTIVITIES List and describe</p>	
<p>NA</p>	
<p>SOURCES USED IN PREPARATION OF THIS LESSON PLAN List and describe</p>	
<p>The Newlywed Game</p>	
<p>REFLECTION ON STUDENT LEARNING, ASSESSMENT & LESSON IMPLEMENTATION (What worked, didn't work, will do differently and next steps)</p>	
<p>Overall this lesson worked well. I did it last year as well. Its fun, students enjoy it, and usually a few students realize they haven't gotten to know their roommate as well as they thought they had.</p>	