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Title: Pokemon Go
Estimated Time: 40 min
Grade Level(s): Elementary

Objectives

- 1. Students will be able to collaborate and demonstrate positive sportsmanship while searching for Pokémon characters. 2. Students will be able to calculate their points to see who scored the most amounts of Pokémon points.

Which of the 11 Principles are addressed ?

- P 1 - The school community promotes core ethical and performance values as the foundation of good character.

Connection to Core Values

- Teamwork

Materials (include links & resources when applicable)

- 1. Cones to hide the characters under 2. Pokémon characters 3. Bucket 4. Checklist 5. Beanbags 6. Hula Hoop

Procedure

- Teacher will introduce Pokémon Go to students. Teacher will discuss the importance of teamwork for this game. Class will be split into 8 groups. Each group will have a hula-hoop, bucket, and checklist. On GO, all groups will go out, holding the hoop TOGETHER and collect Pokémon. Once they collect a character they bring it back to their bucket and continue to look for Pokémon. Each Poke'mon has a character trait name and their power is the definition of the trait. Students must stay together with the hoop in order for their Pokemon catches to count. Once all Pokémon are captured they will then go back to their bucket and calculate their points. Each character is worth different points and the points will be on the checklist for them to calculate after they are done. Pokémon Gym – When the students yell "Gym" and teacher blows the whistle all students must freeze. The group that finds the GYM has 10 seconds to separate and collect characters. ***Pokémon Stop – When the students discover a STOP they are to come to me and receive a Pokémon ball (beanbag). Pokémon balls will also be placed under cones, which are also on the checklist for points. Once all points are calculated, winner will be announced, students will then go hide Pokémon and play again. Teacher will review learning goal at the end of the class.

Evaluation

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- Visual Observation and Turn & Talk

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