Introduction		
Teacher:	**Grade:** Any	**Date(s)**:
Unit Title: Plasma Games Play Day		

Materials/Resources/Tech	Contextual Vocabulary
Teacher: Computer Plasma Games Portal Optional: Play to Learns Sci-Ops Teacher Reference Guide Start Runner: Motion Teacher Support Slides	

Learning Experience(s)

Essential Standards/Objectives:
Students will actively engage with Sci-Ops: Global Defense or Star Runner, using its interactive gameplay to explore key science concepts, develop problem-solving skills, and recognize the real-world applications of STEM knowledge in addressing global challenges

Essential Question(s): How can playing Sci-Ops or Star Runner help us understand science concepts and see how they apply to solving real-world problems?

Gear Up (5-10 min): Think about a problem in the world today (like pollution, energy shortages, or health issues). How do you think scientists or engineers use their knowledge to solve it? Write one example. (This question primes students to connect real-world challenges with the science concepts they will encounter in the game.)

Mini-Lesson & Model (15-20 minutes): Have students explore The Beginning comic if this is their first introduction to Sci-Ops.

Guided Practice (20-30 min): Have students play either Sci-Ops or Star Runner (assign in teacher portal)

Differentiation Strategies

- Sci-Ops can be played in Spanish.
- Additional Resources to use with the games
  - Play to Learn activities for Sci-Ops (levels; 1-3, 4-6, 7-8, 9-11, 12-13, 14-15)
  - Sci-Ops Gear CER
  - Cargo Shuttle-use to focus on a piece of gear and make connections to the current unit.
  - Star Runner Gear Up & Power Down Slides
  - Motion Graphing Field Guide

Assessment(s) & Reflection

Assessment & Closure (10 min):
Power Down: Sci-Ops Exit Ticket Questions