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| **Lesson Plan:**  |

**Prescribed learning outcomes:**

**B1** explain the interaction of abiotic and biotic factors within an ecosystem

**Material and equipment needed**

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| Tournament poster | Prizes | Instruction sheet |
| tournament game plan | Rule books |  |

**Assessment Plan:**

**Formative -** game performance and deck building

**Hook and Introduction**

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| **Time** | **Activity** | **Teaching notes** | **Assessment** |
| 12:20 - 12:25 | * Have students settle in the classroom while the rest of the students make it to the computer lab with Mr. Henderson
 | Double check who is able to competeAssign Tournament manager role (helps with rule dispute and passing them on to me)Assign timer role (makes sure tournament ends on time)Decide time limit based on how many games there are3 games (20min per game)4 games (15min per game)Pool A and Pool B in effect.Consolation prize in effect.1st, 2nd, and 3rd prize for Pool ACheck how many teams there are and decide if prize reallocation must happen. |  |

**Example of 3 games**

**Development**

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| **Time** | **Activity** | **Teaching notes** | **Assessment** |
| 12:30 - 12:33 | * Draw for face offs and byes
 | * Start games right away and write teams on the tournament poster
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| 12:35-12:55 | * Game 1
 | * As games finish, record winners and start the next game right away
 |  |
| 12:57-1:17 | * Game 2
 | * As games finish, record winners and start the next game right away
* Players that are finished or have a bye can play for fun
 |  |
| 1:20-1:40 | * Game 3
 | * As games finish, record winners and start the next game right away
* Players that are finished or have a bye can play for fun
* People who are finished can go set up dividers for the test taking class coming in
* Close door before bell rings
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**Closure**

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| **Time** | **Activity** | **Teaching notes** | **Assessment** |
| 1:40 - 1:43  | * Hand out prizes
 | Hand out prizes and congrats everyone for participating |  |