

## Lesson Plan: Teamwork and Communication (Grades 9-12)

### Overview:

This lesson will develop teamwork and communication skills through interactive activities at AdventureLand, preparing students for collaborative work in various contexts.

### General Preparation and Follow-Up Activities for All Grade Levels:

#### Before You Go:

- Review the map and list of activities from AdventureLand's website.
- Discuss the importance of teamwork, rules, and safety of each activity.
- Prepare questions to ask staff about the operation and design of the attractions.

#### Follow-Up:

- Discuss the importance of teamwork and playing by the rules.
- Research the history and mechanics of a chosen game or sport.
- Design and play a mini version of an activity, using math or physics concepts learned during the trip.

#### Standards:

Alabama State Standards for Social Studies and Physical Education:

9th-12th Grade: SS.E.1, SS.E.2, PE.E.1, PE.E.2

#### Essential Question:

What makes a team successful, and how can effective communication enhance team performance?

Student Learning Objectives:

Students Will:

Develop teamwork and communication skills.

Understand the roles and strategies in team activities.

Apply these skills in practical scenarios.

Teamwork Discussion:

Discussion Prompts:

What makes a team successful?

How can effective communication improve team performance?

Why is it important to have defined roles and strategies in team activities?

Curriculum Content:

Activities:

Bumper Boats Team Challenge:

Lesson: Importance of teamwork and effective communication.

Activity: Participate in a bumper boat relay race, requiring coordination and strategic planning.

Worksheet: "Team Strategy Planner" with space to outline team roles and strategies.

Arcade Game Design:

Lesson: Basics of game design and user experience.

Activity: Work in teams to design an arcade game, considering elements of fun, challenge, and fairness.

Worksheet: "Arcade Game Blueprint" with sections for game concept, rules, and user feedback.

Follow-Up Project:

Design and build a simple game (board game or digital prototype) as a team, incorporating feedback from peers.