

# Berrien Springs Partnership Lab Syllabus and Instructor Qualifications

**COMMUNITY CLASS TITLE:** Board Game Strategy

**GRADE OR AGE LEVELS:** Age 9+

**FORMAT:** In-person

**DAY AND TIME OF THE WEEK:** Mondays 3pm-5pm

**TOTAL REQUIRED HRS:** 16                      **ADD'L POSSIBLE HRS (OPTIONAL TIME):** 4

**TOTAL SEMESTER HOURS POSSIBLE:** 16

**LOCATION:** Homeschool Nexus - 1870 Union Ave, Benton Harbor

**INSTRUCTOR:** Jon Bunnell

**CONTACT INFORMATION:** phone: 269-308-2518 email:  
jbunnell2003@icloud.com

ADDITIONAL REGISTRATION AT SITE REQUIRED? N/A

**INSTRUCTOR QUALIFICATIONS (may attach a separate page if necessary):**

Board Game Enthusiast

**COURSE DESCRIPTION (OVERVIEW):**

The intention of this course is to give students an opportunity to meet new friends through board game play and learn the strategies of each game through play. Each class will include a short discussion of strategy and rules for the game played that day, with most of the class dedicated to gaming. Our goal is to encourage students to spend less time playing video games and more time using real life critical thinking skills with real human interactions.

**SYLLABUS/OUTLINE: WEEKLY BREAKDOWN OF PROJECT-BASED LEARNING LAB ACTIVITIES**

Week 1: Catan

Week 2: Risk

Week 3: Chess

Week 4: Monopoly

Week 5: Ticket to Ride

Week 6: Splendor

Week 7: Clue

Week 8: Card Based Games

*Describe activities that will reinforce the lesson. Include any work and time to be required outside of class: Students will be encouraged to practice games with their families..*

## **COURSE OBJECTIVES AND APPROXIMATE TARGET DATES:**

The goal of the course is to learn rules and strategy of different games and meet new friends through game play.

*Steps to check for student understanding, along with dates or # of weeks into class: Skills will be practiced and applied every week.*

## **STUDENT ASSESSMENT - what will be used to evaluate student progress and/or end of semester pass/fail status?**

Students will complete in an ongoing tournament throughout the course.

- 1) Student agrees to attend at least 80% of class sessions/lessons offered. Attendance is kept online and tracked by Partnership staff. Failure to meet 80% or be on track to meet 80% may result in program discontinuation.
- 2) The Partnership Student Assessment or Performance Form is filled out by the teacher and turned in to Partnership staff. The link to this form is found on the web page for this class. Failing marks for lack of participation, behavior issues, practice time, etc. may result in program discontinuation.

## **ADDITIONAL RESOURCES: (online, books, video, etc.):**

## **CLASS POLICIES: ATTENDANCE, BEHAVIOR, WEATHER, ETC.**

**Attendance: Must meet the 16-hour requirement**

**Weather: No make-up classes for inclement weather**

**Required equipment: We supply games but may need a few more depending on enrollment size.**

**Families will be asked, on a volunteer basis, to bring games to share on class day if we are short and you are able and willing.**