

# Lesson Spark Template

<b>Gaming Lesson Spark:</b>	
<b>Grade Level and Subject Area:</b>	<b>Time Allotted for Lesson Spark:</b>
<b>Specific Content Indicator or Objective (from national, state, or district standards):</b>	
<p><b>Integrated Gameplay Level (choose one):</b></p> <p><input type="checkbox"/> Level 1 (event level)—Game addresses one or numerous events during a lesson.</p> <p><input type="checkbox"/> Level 2 (lesson level)—Game addresses the entire lesson or more than one lesson.</p> <p><input type="checkbox"/> Level 3 (unit or module level)—Game addresses a complete unit or units but not all of the course.</p>	
<b>Digital Game</b> (Give game's name and any links to it or resources describing how the game functions.)	
<p><b>Lesson Spark Chronology</b> (Indicate how and where the gameplay fits into the lesson spark.)</p> <p>Indicate:</p> <ol style="list-style-type: none"> <li>How you will introduce students to the instructional digital game</li> </ol>	

2. How and when you will disseminate student materials, technology, and resources
  
3. What you will ask or tell students about the reason for using the game
  
4. What students will be expected to do
  
5. What students will record, if anything, and in what format and what students should do with what they have recorded or learned
  
6. What feedback on performance students will receive and how it will be used for future instruction

**Follow-Up**

(Briefly describe what the next steps will be after gameplay.)