

VINT Project: Online Game

Project Pacing Guide

The following is a rough pacing guide for the delivery of your project work. You may approach the pacing differently if you wish. Keep in mind that not everything can be accomplished during the synchronous hours; students will also need to work outside those hours. What is most important is that your guidance and facilitation is ongoing with emphasis on addressing language learning and practice elements throughout. Please see provided specifications and marking rubric.

	Day 1	Day 2	Day 3	Day 4	Day 5
Daily tasks to be accomplished	<p>Introduce project and review specification doc.</p> <p>Pair students.</p> <p>Pairs explore varieties of Canadian culture content and settle on a theme.</p> <p>Pairs explore various online game ideas and determine the game action concept.</p> <p>Instructor brainstorms with students and assists with understanding and isolating specific Canadian culture content.</p>	<p>Pairs plan out their game design.</p> <p>Pairs research specific Canadian culture content particular to the game action of their designs.</p> <p>Pairs begin creating/deriving online materials.</p> <p>Instructor monitors and steers students toward Canadian content that fits in terms of scope and dynamics of the game action.</p> <p>Instructor teaches game action vocabulary as occasioned by the game concept of the pairs. This will vary depending on how similar the game concepts are from one pair to the next.</p>	<p>Pairs continue creating/deriving online game materials.</p> <p>Instructor engages by reviewing materials and offering language support through revision and editing suggestions.</p> <p>Pairs create a set of rules for their games. Instructor monitors this process and intervenes for purposes of improving clarity and suggesting vocabulary.</p>	<p>Pairs continue developing and editing their materials, including their game rules.</p> <p>Instructor again engages by reviewing materials and offering language support through revision and editing suggestions.</p> <p>Pairs test out their games and prepare how they will demonstrate during the online sessions tomorrow.</p>	<p>Pairs do a final review of their demonstration procedures.</p> <p>Pairs conduct their demonstrations as per instructor schedule.</p> <p>Instructor assesses using provided rubric</p>