SCAVENGER HUNT - “OPERATION: ELECT” TEACHER’S GUIDE

PURPOSE

|  |  |
| --- | --- |
| **Find the Following:** | **Response** |
| Meaning of acronym “ELECT” |  |
| Purpose of the teacher’s guide |  |
| **Purpose of a “mission” in this game** |  |
|  |  |
|  |  |

WHAT IS COMPUTATIONAL THINKING?

|  |  |
| --- | --- |
| **Define the Following:** | **Response** |
| Computational Thinking |  |
| Decomposition |  |
| **Pattern Recognition** |  |
| **Abstraction** |  |
| **Algorithm Design** |  |
| **Evaluation** |  |
| **CSTA/ISTE Definition of Computational Thinking** |  |

OBJECTIVES AND STANDARDS

|  |  |
| --- | --- |
| **List the Following:** | **Response** |
| Social Studies Objectives |  |
| Computational Thinking Objectives |  |
| **OSDE Standards** |  |
|  |  |
|  |  |

GAME INTERFACE: PART 1

|  |  |
| --- | --- |
| **Describe the Following:** | **Response** |
| Money Tokens |  |
| Appearance Tokens |  |
| **Countdown Meter** |  |
| **End Turn** |  |
| **Settings** |  |
| **News** |  |
| **News Reaction** |  |
| **The Map** |  |
| **Favorability** |  |

GAME INTERFACE: PART 2

|  |  |
| --- | --- |
| **Describe the Following:** | **Response** |
| Straw Poll |  |
| Tips |  |
| **Fundraiser** |  |
| **Rally** |  |
| **Grassroots Campaign** |  |
| **Smear Campaign** |  |
| **Issues Campaign** |  |
| **Voter Registration Campaign** |  |
|  |  |

**MISSION 1**

|  |  |
| --- | --- |
| **Describe the Following:** | **Response** |
| “Unregistered” Column |  |
| “For” Column |  |
| **“Against” Column** |  |
|  |  |
|  |  |

GENERAL TIPS

|  |  |
| --- | --- |
| **List the Following:** | **Response** |
| Tip 1 |  |
| Tip 2 |  |
| **Tip 3** |  |
| **Tip 4** |  |
| **Tip 5** |  |
| **Tip 6** |  |
| **Tip 7** |  |