Card Sort - Unicorns

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| Students will play a probability game to investigate how often people "win." | **Engage** | *Capture interest and establish prior knowledge.* |
| Students will read about the odds of winning millions from a lottery ticket, then discuss and brainstorm why people wish to gamble on games of chance when the odds of winning are so poor. | **Explore** | *Construct knowledge through questioning and active engagement in a learning task.* |
| Students will listen to or read about personal accounts of gambling addiction and write down the pros and cons of gambling based upon what they heard or read. | **Explain** | *Interpret, clarify, and refine learning.* |
| Students will create a PSA poster about the dangers of gambling addiction. A rubric is provided. | **Extend** | *Apply and generalize learning.* |
| The PSA poster will be viewed by other students during a Gallery Walk. | **Evaluate** | *Assess learning.* |