



Blasting Off with Zorbit's Math Adventure Lesson Plan

Overview

Using a new tool or teaching method can be exciting but implementing it into your classroom and getting your students comfortable with it can be a challenge. In this lesson, you and your students will meet Zorbit and his crew and learn how their travels through space can help students engage with math concepts in new and exciting ways. Let's get ready to blast off into a spacetastic math adventure!

Zorbit's Math Adventure:
Any grade; any planet

Math Concepts:
Student orientation with Zorbit's Math Adventure

Materials:
Projector or SmartBoard
Zorbit's Math Adventure
Tablets or Chromebooks

Before Class:
Get to know your Teacher's Dashboard. Create an account for each of your students, and print their Login Cards. Create a student account for yourself so that you can test out the games. Determine which planet best suits the topics you are currently covering in class and ensure it is made available to all students through the Game Controls. Ensure the Zorbit's Math Adventure apps have been downloaded and installed on any tablets you plan on use.

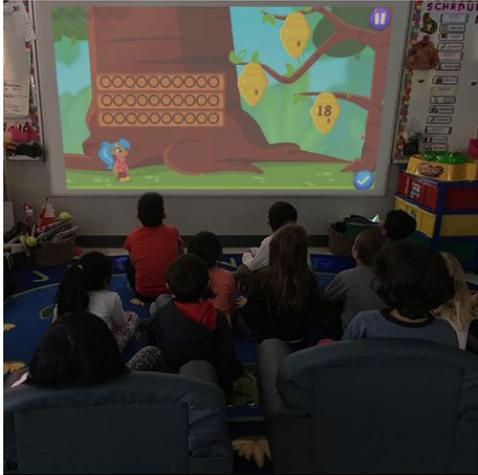
Curriculum Code:

Introduction Activity



Start this class with a brief discussion about how often astronauts get to use math as they explore the cosmos. From the incredible distances between planets and stars, to the dizzying speeds of asteroids and rockets, the topic of outer space is full of applications of math. In this class, the students will meet the fearless space explorers, Zorbit, Zoe and Serena, and they need their help.

Use your projector or SmartBoard to show your students how to launch the game and log in. Do not give out their Login Cards just yet, but tell them that they will all get their own username and password shortly.



As a class, watch the opening video. Head to one of the planets and watch the video there as well. Lead a conversation about the characters and narrative. Here are some questions to get the conversation started:

Q: What characters did we meet?

Q: Can you describe the personalities of characters like Zorbit, Zoe, and Serena?

Q: What is the mission you need to complete on this planet?

Zorbit's Math Adventure



Give each student their Login Card and instruct them to put it somewhere safe so it does not get lost - taped inside their math notebook or activity sheet folder, for example. Depending on how many devices you have available, your students can get started with Zorbit's Math Adventure in a number of different ways.

If you have *enough devices for everyone*, simply allow each learner to log into Zorbit's Math Adventure and play through a few levels on their own. As students begin to talk to each other about the game, listen carefully to the conversations they are having.



If you *do not have enough devices for everyone*, set them up as one of several stations. Use the Activities section of the Teacher's Dashboard to find relevant activities for your other stations. Separate the class into small groups and have them rotate through the stations every 10-15 minutes.



As students complete levels in the game, visit the Class Progress section of the Teacher's Dashboard to monitor their progress and attainment of specific learning objectives.

For more ideas, check out this [blog post on incorporating Zorbit's Math Adventure into the classroom](#).

Reflection Discussion



Launch Zorbit's Math Adventure on the SmartBoard and lead a conversations with the class about their experiences with the game. Here are a few questions to get the conversation started:

Q: How have you and Zorbit's crew helped the people who live on this planet?

Q: What was your favourite part of the game?

Q: Was there anything about the game you didn't like?

Q: Can you help me finish this level? Tell me about the math we need to do.

Additional Considerations

Follow-Up

Use the data collected in the Class Progress section of the Teacher's Dashboard to identify gaps in your students' learning. Use the Activities section to find relevant activities to use in your next lesson.

Zorbit's Math Adventure also features a great support team that has a reputation for quick response times and reacting to user feedback. Log into your Teacher's Dashboard and select the Help button in the bottom right corner of the screen. Select Contact Us and send any questions you have to our support team.

Variation

If devices for your students are not available, students can take turns playing the game on the SmartBoard. Pick one student to play the game, and two students to help them solve the problems in the level. When the level is over, select new students to take on these roles. Help students use math language to communicate their strategies for solving the problems.