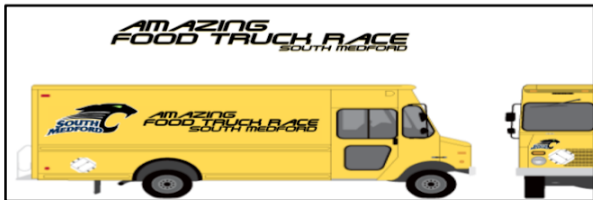


# #MLMagical Game Plan Templates

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## STORY

**SETTING:** Our classroom kitchens become food trucks that are traveling across the regions of the United States discovering America's best cuisine.

**CHARACTER:** Our students become teams of food truck owners trekking across the United States to discover regional cuisine.

**ACTION:** The action begins at the start of the game with the game launch and continues throughout each leg of the race with speed bump, truck stop, and regional challenges.

## GOAL

Food truck teams are on a race across the United States from Medford, Oregon, to Medford, Maine, learning about the flavor profiles and dishes that make up American Regional cuisine. Each stop they have an opportunity to earn money from their regional challenge. The team that reaches Medford, Maine, with the most money wins the game!

**REGIONS:** NORTHWEST  
SOUTHWEST  
MIDWEST  
SOUTH  
NORTHEAST

## GAME MECHANICS

### SPEED BUMP



SPEED BUMP

Speed bump challenges will be randomly issued at different checkpoints throughout the race. Teams will create a dish using regional ingredients within the time given. Teams with highest scores will earn chance cards and grocery items to use in the regional challenge.

### TRUCK STOP



A roadblock is a mystery recipe that is to be prepared within the time frame given. Teams with the best overall quality will earn miles and grocery items to use in the pitstop challenge at the end of each leg. Bonus will be given to teams that discover recipe name and place of origin before time runs out.

### REGIONAL CHALLENGES



There will be a pitstop at the end of each leg of the race where you will share a dish and what you know about your teams selected country to an audience of customers. This is your time to shine!

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# MASTERCHEF

## STORY

**SETTING:** My room is transformed into the MasterChef Kitchen

**CHARACTER:** Students are aspiring chefs on a mission to acquire new culinary skills and earn 3 Michelin stars by the end of the semester.

**ACTION:** Students participate in Mystery Box Challenges, Mini Games, and our MasterChef Challenge at the end of the unit. I break down each in more detail as I explain my game mechanics.

**GOAL:** Students are on a quest each unit to become MasterChef by earning 4000 XP. They earn a Michelin star each time they earn Masterchef status. The ultimate goal is to earn 3 Michelin stars before the end of the semester.

## GAME MECHANICS

### LEVELS

Students can earn XP a variety of ways throughout each unit to level up and earn certain privileges.

Apprentice: 1000 XP	May use 3x5 on unit test
Sous Chef: 2000 XP	May partner with a Sous Chef OR use full page of notes on test
MasterChef: 4000 XP	Exempt from unit test Free Cooking Day Michelin Star

### BADGES

Students have an opportunity to earn tangible badges for demonstrating their learning in various ways throughout unit.

### CHANCE CARDS

Chance Cards are put into a box and when I notice students demonstrating extraordinary employability skills I allow them to randomly grab a card from the box.

### BAKERY MISSIONS

Missions give students an opportunity to demonstrate their understanding of the content—above and beyond what they do in class. Missions are always related to the essential questions of the unit, are never given a grade, and always have an expiration date.

### MINI GAMES





Variety of digital and analog games played throughout the unit for formative assessment and review.

### MASTERCHEF CHALLENGES

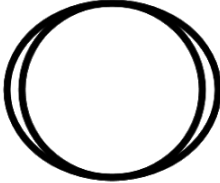
At the end of each unit, I take an essential skill that they learned and ask them to demonstrate it without a recipe and make it something delicious.

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<p>T H E A M A Z I N G</p> <p><b>R A C E</b></p>		<p><b>DETOUR</b></p>  <p>Detours will be randomly issued at different checkpoints throughout the race. Each detour will give you two options and you will have to determine as a team which one to choose. Teams successfully completing detours will earn miles and grocery items to use in the pitstop challenge at the end of each leg.</p>
<p style="text-align: center;"><b>STORY</b></p> <p><b>SETTING:</b> Our classroom is transformed into restaurants in various parts of the world as we “travel” around the globe and experience international cuisine.</p> <p><b>CHARACTER:</b> Our students become teams of chefs trekking across the world to discover international cuisine. Staff and local chefs are invited in as judges for the pitstop challenge at the end of each leg of the race.</p> <p><b>ACTION:</b> The action begins at the start of the game with the game launch and continues throughout each leg of the race with Detour and Road Block challenges that lead to a final Pitstop challenge at the end of each leg.</p>	<p style="text-align: center;"><b>GOAL</b></p> <p>Teams embark on a race around the globe to explore flavors, culinary techniques, and meal related customs.</p> <p>There are four legs of the race:</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Leg 1: Europe          Leg 2: Mediterranean          Leg 3: Asia          Leg 4: Africa</p> </div> <p>The goal is to earn the most miles for your team and arrive at the final Pitstop before the other teams.</p>	<p><b>ROAD BLOCK</b></p>  <p>a road block is a mystery recipe that is to be prepared within the time frame given. Teams with the best overall quality will earn miles and grocery items to use in the pitstop challenge at the end of each leg. Bonus will be given to teams that discover recipe name and place of origin before time runs out.</p> <p><b>FAST FORWARD</b></p>  <p>Fast forwards are a series of clues to unlock within each leg of the race. Unlocking the clues will give you first choice of countries to research for the upcoming leg and other surprise perks as well.</p> <p><b>PITSTOP</b></p>  <p>There will be a pitstop at the end of each leg of the race where you will share a dish and what you know about your teams selected country to an audience of customers. This is your time to shine!</p>

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<p style="text-align: center;"><b>STORY</b></p> <p><b>SETTING:</b></p>  <p><b>CHARACTER:</b></p>  <p><b>ACTION:</b></p>	<p><b>GOAL:</b></p>  <p style="text-align: center;"><b>GAME MECHANICS</b></p>

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LINK TO ACCESS THESE TEMPLATES: <https://bit.ly/2BFBe2f>