

WELCOME TO MEEPLEVILLE: SIGNS AND SYMBOLS IN OUR CULTURE AND WORLD

LESSON OVERVIEW

Grade Levels: 6-12

This lesson is a part of an overarching game. In this activity, students will look at examples of signs and symbols. Their teams will create signs to welcome, lure, or scare people away from their settlements. Teams will vote on the settlement they would like to join based on the signs. Game consequences will follow based on the teams' choices.



STANDARDS

CCSS CCRA.R.7	Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.
CCSS RI.7.4	Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze the impact of a specific word choice on meaning and tone.
CCSS CCRA.SL.1	Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.
CCSS CCRA.SL.5	Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.
CCSS CCRA.SL.2	Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.
CCSS CCRA.L.5	Demonstrate understanding of figurative language, word relationships, and nuances in word meanings.
NCCAS (Art) VA:Cr1.1.Ia	Use multiple approaches to begin creative endeavors.
NCCAS (Art) VA:Cr2.1.8a	Demonstrate willingness to experiment, innovate, and take risks to pursue ideas, forms, and meanings that emerge in the process of artmaking or designing.

OBJECTIVES

- Students will research and see examples of different signs and symbols.
- Students will analyze the purpose of different signs, symbols, and slogans.
- Students will work in a team to create a town sign to welcome, lure, or scare away potential settlers.
- Students will select the team settlement they would like to join based on the sign and then explain why.

MATERIALS

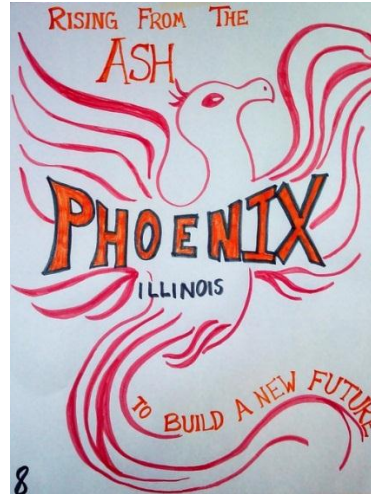
- Projector
- Computer
- Poster board
- Markers
- Construction paper
- Optional: computers or other internet-capable devices for research; other construction materials such as glitter, paint, etc.

PROCEDURES

- STEP 1:** Start by showing students different examples of signs and symbols. These can include anti-smoking, blood donation, military recruitment, and political campaign posters. Some guiding questions to ask:
- What are symbols? (representations of objects, places, or concepts; ways to communicate; ways to learn and express ideas)
 - What are signs? (ways to convey messages or information, can contain symbols, can be used to persuade)
 - What does the use of color in the sign tell us?
 - What is the mood of this image? (e.g. aggressive, positive, hopeful, dramatic, etc.)
 - Are there people in this poster? What are they doing or feeling?
 - What message is this image/symbol trying to convey?
 - What is the purpose of this poster?
- STEP 2:** Have students work in groups to research different state and town welcome signs and slogans. Ask the students to think about how welcoming these signs and phrases are. Then have them look at different warning and trespassing signs.
- STEP 3:** Walk around and choose a few examples to show to the class and include others to present and discuss (e.g. the Las Vegas welcome sign... how does it attract they eye? With lights? With shape? With color? What do these signs tell us about the town? Do they feel welcoming? How do they welcome or scare people away?)
- STEP 4:** Instruct teams to create their own "welcome" signs for their Meepleville settlement. Signs can either welcome, lure, or scare people away. Signs must be based on the team persona (Welcoming, Self-Sufficient, Cannibals, and Law and Order).
- STEP 5:** After signs are completed, teams will vote on the settlement which they would most like to join (not their own). The signs should be presented anonymously, so that teams do not know if they are joining a Cannibal group, for example. Rewards are as follows:
- 1st place: 4 meeples
 - 2nd place: 3 meeples
 - 3rd place: 2 meeples
- STEP 6:** Each team will receive consequences for joining particular groups (revealed after the completion of the voting process):
- If a team joins a Law and Order group, the team gains 2 survival cards.
 - If a team joins a Self-Sufficient group, the team gains and loses nothing.
 - If a team joins a Welcoming group, the team gains a meeple and a survival card.
 - If a team joins a Cannibal group, the team loses 2 meeples.

STEP 7: Discuss the team signs. Ask each group to briefly present and tell why they created the sign they did. What message were they trying to convey? Ask why the groups picked a particular sign.

STEP 8: Tally up current team points. Reminder: meeples are worth 150 points; survival cards are worth 100 points. For a dramatic effect, announce the consequences for joining the Cannibal team last.



RUBRIC

	Target (3)	Meets (2)	Partially Meets (1)	Does Not Meet (0)
SIGN DESIGN	Does a great job showing an understanding of design for a purpose.	Does an okay job showing an understanding of designing for a purpose.	Tries but has great difficulty showing an understanding of the design process.	Does not show an understanding of design.
USE OF MATERIALS	Inventively uses materials that are interesting and support the project's purpose.	Appropriately uses materials to support the project's purpose.	The use of some of the materials work against the purpose of the project.	Does not use materials appropriately.
COLLABORATION	Works well with others and discusses ideas in a fair, respectful, encouraging way and is considerate of the feelings of others.	Works okay with others and discusses ideas in a fair, respectful way, but may not have been encouraging. Considers the feelings of others.	Works with others, but does not contribute a fair share of work OR is discouraging and does not consider the feelings of everyone.	Does not work well with others and/or discusses ideas in an unfair, disrespectful way.
REQUIREMENTS	Meets all of the requirements for the project.	Meets most of the requirements for the project.	Meets some of the requirements for the project.	Does not meet the requirements for the project.
DEMONSTRATION OF KNOWLEDGE OF CONTENT IN DISCUSSIONS AND ACTIVITIES	Does a great job showing an understanding of the content covered in class.	Does an okay job showing an understanding of the content covered in class.	Tries but has a difficult time showing an understanding of the content covered in class.	Does not show an understanding of the content covered in class.
TOTAL				/15