



# LEVEL 3 FACILITATION

## PLAYING THE GAME WITH MINIMAL AMOUNT OF FACILITATION INVOLVED

### INTRO

This facilitation guide will provide you with directions on how to facilitate the Unsolved Science game with classes that are self-motivated and that are good at working independently. Play the game with minimal amount of facilitation involved.

For Level 3, all groups will perform all three **Investigations** independently at their own pace. They will in essence play the game by themselves. While students are performing **Experiments**, you can optionally provide guidance and answer questions students might have.

### SETUP IN ADVANCE

- STEP 1** Place one game box per group table. No need to open the game box. Students will open the game box themselves.
- STEP 2** (Optional) Cut open the game box sticker seal.
- STEP 3** Place 4 cups or glasses or any vessel at each table that can hold up to approximately 200 mL of liquid (likely not required on day 1 of playing the game).
- STEP 4** Place 1 spoon per table, for mixing (likely not required on day 1 of playing the game).
- STEP 5** (Optional) Pre-assign students to groups of 4-6 based on how you well you think students will work together. If not, on the first day of play, have students sit in groups of 4-6 of their choice.

### REQUIRED TECH

- Students will need to access the Unsolved Science online Astrosearch search engine when playing the game.
- Students can access Astrosearch using either:
  - Smartphone(s): their own device or school smartphones if available; Android and iOS supported; Wi-Fi required.
  - Computer(s): their own device or school computers; any operating system; Wi-Fi or ethernet connection required.

- One device per table is sufficient but if more than one device is available that is even better.

### PLAYING THE GAME

- STEP 1** Have students sit in groups of 4-6 (assigned or not) at tables with the game box.
- STEP 2** Instruct students not to open the game box just yet.
- STEP 3** Introduce the general concept of the game that they will be playing and what is expected of them.
- STEP 4** Have the students open the game box and begin play of the game.
- STEP 5** (Optional but recommended) Walk around the room and provide guidance where needed and answer questions the students might have. Encourage students to use the **Astrosearch** to find important information ([unsolvedscience.ca/astrosearch](https://unsolvedscience.ca/astrosearch)).  
  
You can use the **Hints** page ([unsolvedscience.ca/case01\\_hints](https://unsolvedscience.ca/case01_hints)) as inspiration for the type of guidance to provide students.
- STEP 6** When there is approximately 10 minutes left to the class, engage students in a discussion of what they have seen and done today. Be careful to avoid spoilers as groups might not necessarily all have finished the same Experiments.
- STEP 7** End the session here and resume play another day. Continue for one or two sessions until students have finished independently playing the game.
- STEP 8** Once all students have finished playing the game, engage students in a discussion of what they have experienced.