Lesson Plan: Leadership and Community Advocacy

Title: Leadership and Advocacy: Connecting History and Data to Modern Solutions

Grade Level: 10th–12th grade or early college

Duration: 5 Days (50–60 minutes per session)

Day 1-2: Leadership Foundations

Learning Objectives:

- Identify and analyze the leadership qualities of Lincoln, Washington, Cesar Chavez, and Martin Luther King Jr.

- Reflect on how these historical figures inspire modern advocacy and community-building efforts.

Warm-Up Activity: Reflecting on Leadership and Advocacy (10 minutes each day)

- Discussion prompts:

    o "What do Lincoln, Washington, Chavez, and King have in common as leaders and advocates?"

    o "How have their efforts influenced how we address community and political challenges today?"

- Game.Connection: Share a scene from Rebuilding.Lives where Maria builds community trust or advocates for systemic change. Draw parallels between historical leadership and the game.

Mini-Lecture: Leadership in Focus (20 minutes each day)

- Day 1: Lincoln and Washington

- Day 2: Chavez and King

- Highlight key strategies and values of each leader.

Group Activity: Leadership Analysis (20 minutes each day)

- Assign groups to analyze one leader using these questions:

    1. What were this leader's core values and strategies?

    2. How did they build community trust and mobilize support for their causes?

3. How can their leadership principles be applied to Maria's advocacy in Rebuilding.Lives?

Creative Advocacy Project: Leadership Collage

- Students create visual collages integrating leadership qualities of all four figures and connecting them to advocacy themes in the game.

- Collages should include images, quotes, and symbols with a brief reflection explaining their connection to modern challenges.

Day 3-4: Practical Advocacy Skills

Learning Objectives:

- Understand the basics of houselessness and mental health advocacy.

- Use data tools to analyze community challenges and design actionable solutions.

Part 1: Introduction to Social Advocacy

- Show an instructional video on houselessness, mental health, and community support using tools like Camtasia or Adobe Spark.

- Administer a pre-game quiz on advocacy concepts using Google Forms or Kahoot.

Part 2: Interactive Gameplay

- Students play through Scenes 1 and 2 of Rebuilding.Lives:

    o Scene 1: Decision to step in and help David or not.

    o Scene 2: Advocacy to secure shelter for David.

- Reflective Journals: After each scene, students write about:

    o The decisions they made and their outcomes.

    o What they would do differently.

Part 3: Data Mining and Advocacy Campaigns

- Students work with NPC Susan in the library (game scene) to analyze real-world data on houselessness and mental health using tools like Census.gov and Tableau.

- Advocacy Campaign Design:

- o   Using Canva or Adobe Spark, students create posters, flyers, or social media posts advocating for solutions inspired by game data.

Day 5: Advocacy Campaigns and Reflection

Learning Objectives:

- Apply leadership and data-driven advocacy principles to address real-world issues.

- Develop public speaking and collaboration skills.

Mock Town Hall Meeting:

- Students present their advocacy campaigns to the class.

- Discuss potential solutions for houselessness and mental health challenges.

- Role-play: Assign roles such as local officials, community members, and advocates.

Post-Game Quiz and Reflection:

- Assess understanding of advocacy strategies and lessons from gameplay.

- Reflection Survey: Students evaluate their experiences and learning outcomes.

Assessment Criteria:

- Engagement: Active participation in discussions, activities, and gameplay.

- Creative Representation: Quality of the leadership collage and advocacy campaign.

- Analysis: Thoughtful connections between historical leadership, data analysis, and modern challenges.

- Reflection: Clarity and depth of journal entries and survey responses.

Technological Integration:

- LMS: Track progress via Canvas, Moodle, or Google Classroom.

- Multimedia Tools: Use Adobe Spark and Canva for creative projects.

- Data Visualization: Tableau for analyzing outcomes and Census.gov for real-world data.

- Game Development: Godot Engine for immersive decision-making gameplay.