

## Digital Citizenship Lesson Plan

Ludwig

<b>General Topic (as defined in the Digital Literacy Framework)</b>	<b>CTA4</b> <b>CIA4</b>
Critical Thinking, Problem Solving, and Decision Making a) Specialized and Advanced Skills for Learning And Creativity and Innovation a) Specialized and Advanced Skills for Creative Expression	
<b>Applicable Grade Range</b>	
6-9	
<b>Outcome(s) to be Addressed</b>	
The student uses digital technology to plan and manage activities to develop a solution or complete a project. The student uses digital models and simulations to explore complex systems and issues.	
<b>Importance / Significance of Lesson</b>	
Gamification is a new trend where digital technologies are used to enhance the learning environment for students. By playing games that are developed around the curriculum, students have fun learning in an engaging environment and are motivated to learn more about the topic at hand.	
<b>Duration</b>	
Numerous lessons to complete the game. (this activity can be completed during extra time in class or when students have finished their work early as a ‘treat’ that encourages deeper learning about energy)	

## Overview

Students will play the game Ludwig and learn about energy and resources in the process.

Please note: teachers will need to download the program (contact your IT for help) onto student computers and set up student accounts prior to implementing this lesson. More information available at: <http://www.playludwig.com/en/> Individual accounts cost \$15.90 each; however class accounts of up to 30 user licenses are sponsored through various organizations and schools are able to get access to this resource for free.

From the website: Join Ludwig on an exciting journey through the world of physics. Find out how energy is created from fire, water, wind and sun and use them cleverly to protect the Robotronics on Unitron against the impending energy collapse!

Ludwig is a new type of learning game, which not only conveys knowledge, but is also really fun!

## Required Resources

Computer hooked up to a projector  
Class set of laptops/access to the computer lab  
Set of class accounts for Ludwig

## Lesson Plan and Extension Activities

Students can work on this activity throughout the year during down times, after work is completed or during scheduled lesson times.

Students will work through the 'game' Ludwig at their own pace, collecting information and learning about energy and resources as they progress.

Lesson 1 – Getting logged on <http://www.playludwig.com/en/>

Provide students with their username and passwords and support them in finding their way through the initial level of Ludwig. Students will need to find materials to help Ludwig repair his ship and make energy sources to complete tasks. Help is located on the screen and students (who will be much more versed in using help tools and figuring out video games than teachers) will find the path that they need to follow.

Subsequent lessons –

With support students can work through the ‘game’, gathering information about resources and energy to supplement their in-class lessons.

### **Adaptations**

Younger students may have difficulty learning how to work within the game and could require support of an older buddy or the teacher.

Older students might find the game simplistic, but would likely enjoy it all the same.

### **Additional Resources**

Further lesson plans for using Ludwig in the classroom are available at <http://www.playludwig.com/en/info/info-for-teachers/>

### **Cross-curricular Outcomes Also Addressed**

Science – energy and resources

~developed by Kristin Sward, 2014



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