

Walking The Path: Culminating Activity

Materials Needed

- Excerpt from *The Toughest Indian in the World* by Sherman Alexie
- The Dropout Dilemma by Jonathon Whitbourne
- Online video clips from www.firstinthefamily.org
- Game supplies such as heavy card stock, play money, markers, etc.

Lesson Design

Reading Selections

Wrap up the college orientation course by having students read the excerpt from Sherman Alexie's book, *The Toughest Indian in the World*, Copyright 2000 by Sherman Alexie, Grove Press, publishers. (p. 172-173). The excerpt is available for download from the CNE web site school resources page with all other lesson materials.

After reading, ask students in small groups to share their reactions to the excerpt. Use questions such as the following:

- *Why do you think Grace would want to hear this invocation as a new college freshman?*
- *Although this is fiction, what truths do you think are being revealed by Alexie?*
- *Why do you think we chose this reading to be a part of the journey to college and career?*

Next, have students download (from CNE site) and read *The Dropout Dilemma* special report by Whitbourne. Point out the strategies listed in the article that were touched on in this college orientation course, and ask students to reflect on what next steps they should take in their high school years to be prepared for college and career.

Video Selections

Next, have students watch the 13 minute video from First in the Family's website (www.firstinthefamily.org) called *First in the Family: How to Make it to College*, in which a group of first generation students recall their motivation to reach and stay in college. Follow up with a class discussion on why your students should be the next people interviewed by First in the Family for their upcoming video series.

Create Teaching Game

Finally, tell students one of the best ways to really learn something is to teach it to someone else. For this culminating project, students will look back through their journals to review what they have learned and put it into a game format to teach to a class of younger students. A public domain *Monopoly template* is included for download with the lesson materials on the CNE site as an example. Other games to consider would be board games like *Shoots and Ladders* or *Candy Land*, or quiz games like *Jeopardy* or *Who Wants to be a Millionaire*.

For *Journey to College-opoly*, divide the class into small groups - each group will design a board.

Start by having a whole class discussion about the important concepts from the course they want younger students to learn by playing the game. Then, ask them for ideas on how the concepts could be included in the game. For example, what will the properties be – high school classes you trade in for a diploma, dual credit courses that you trade in for an AA degree that earns you more money as you go around the board? What will the Chance and Community Chest cards be – Aced the biology final, go to chemistry; Missed the FAFSA deadline, pay the bank 10% of your money; Didn't finish homework, lose a turn; Earned college scholarship, collect \$500? What will the tokens be – pencils, mortar board, alarm clock?

Have small groups brainstorm their ideas, then write out their plan (there are 22 “properties,” 4 “railroads,” and 2 “utilities” that will need comparable names. Once each group has finalized their gameboard, have them use the Monopoly template to create their board. Use heavy card stock to photocopy the board and create the Chance and Community Chest cards. Have students create 4 tokens and use play money from borrowed *Monopoly* games to play.

Find a middle school teacher willing to let your students teach their class about the journey to college using their games. Otherwise, have groups exchange boards in your class and play the game to review major concepts from the course, or invite family members to a special *Walking the Path: My Journey to College and Career Night* where students present their journals and play the game with family members.