



Thank you for joining a community of other problem-smashing enthusiasts by purchasing Smashboard Edu!

We would love to hear your impressions and give you an opportunity to interact with other users to share learning experiences and tips.

Activate this exclusive opportunity by scanning the code or visiting the following link:



go.smashboardedu.com/connect



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Instructions

PREP: Pick a problem to *Smash!* Any problem will do. Make sure that it is understood and relevant to all players. Consider combining a real-world problem with classroom content or have each group pick their own problem, then SMASH IT.

SETUP: Split players up into groups of 3 or 4 with one set of cards per group (Instructions, SOS, Problem, Research, Solve, Share, Reflect, and any optional expansion pack cards). Each group will need to write notes using paper and pencil or digital input tools. Each group may also use a device to access the internet for research and using creative apps to explain their solution. Presentation slides, musical timers, mods and more can be found at smashboardedu.com.

SOS CARD - SOS is a reminder to players to collaborate and use all resources before asking for help. If assistance is still needed from the facilitator, the group can raise their SOS card. Warning! If you use it, you lose it, so use it wisely!

STEP 1 - Flip the **PROBLEM** card and answer the three questions within the given amount of time (**3-10 min**). Players should be as specific as possible with their responses. "Everyone" is not a sufficient response.

STEP 2 - Flip the **RESEARCH** card and answer the three questions within the given amount of time (**3-10 min**). Again respond to each question as specific as possible. "Everywhere" and "all the time" are not sufficient responses. Players can use notes, previous knowledge or the Internet to gather information or ideas to use in crafting their responses.

STEP 3 - Flip the **SOLVE** card and answer the three questions within the given amount of time (**10-35 min**). Extended time is usually given for this section to allow players the opportunity to think through several options before deciding on a particular solution. Due to time constraints, groups may be only able to describe their solution concept, but not fully develop it.

STEP 4 - Flip the **SHARE** card and with your audience in mind, answer the three questions within the given amount of time (**3-10 min**).

STEP 5 - Flip the **REFLECT** card and answer the three questions within the given amount of time (**3-10 min**). Reflection can be done as a collective group, but also can be completed individually.

APP CARDS - App cards can be used as an expansion to any step of the Smashboard Edu process. The facilitator can select a specific app to use, or give groups a choice from a single card type, or shuffle the cards and have group members pick at random. Advanced fun- use multiple apps throughout the process to APP SMASH! For example, have players use a writing tool to respond to each question, create a presentation to explain their solution, publish their products on the internet, and video record their final reflections!

FINISH by sharing solutions and receiving feedback from other groups. If new problems are identified, groups should repeat steps 1-5 to improve their solution!

