**Caine’s Arcade (Imagination)**

**Learning Target:** I can define imagination and explain how it helps us learn and about ourselves and the world.

**Warm-up:** Ask students to respond: Describe one time in your life you have used your imagination. (Teacher should provide an example)

**Activity:**

1. Tell the class that they are about to meet Caine, a 9 year old boy who thinks neither inside or outside the box.
2. Show the movie Caine’s Arcade until 4:48. <https://www.youtube.com/watch?v=faIFNkdq96U>
3. Stop and have students predict what might happen in the remainder of the movie.
4. Either print the worksheet below and have students complete them with a partner or post them on chart paper around the room and have them rotate to each poster for 1 min. to provide input. Share out as a class. Recap the movie by doing a think-pair-share with various questions:
   1. What subjects is Caine learning about by designing his arcade?
   2. What role do adults play in his creation?
   3. What would have happened if there were texts? Teachers?
   4. How did technology and social media help his dreams come true?
   5. What specific dreams came true for Caine?
   6. What characteristics would you use to describe Nirvan?
   7. Albert Einstein said, “Imagination is more important than knowledge.” Do you agree/disagree? What did he mean by this?
5. As a class discuss a flash mob? See if they can provide some examples. Show a video if needed. Black Eyed Peas Video <https://www.youtube.com/watch?v=JnVwrzq9KII>

ESSENTIAL UNDERSTANDING: Successful learning is more than just absorbing information. Understanding requires many different parts of our imaginations. Everything new, every invention, every idea, every improvement in our life comes from our imagination, not from our knowledge! It’s not so long ago there were no cards, airplanes, Internet, and dare I say video games! Someone imagined each and every one of these inventions.

* 1. Imagination cannot be mastered. It develops over time. It is something that some adults forget to use. It doesn’t stay strong without work and commitment. Games and puzzles are easy ways to enhance this skill.

**Caine’s Arcade**

1. What subjects is Caine learning about by designing his arcade?
2. What is the role of adults in his creation?
3. What would have happened if there were texts? Teachers? Tests?
4. What do you predict will happen in the remainder of the movie?
5. What characteristics would you use to describe Nirvan?