



The Story

Our classroom is transformed into the Master Chef Kitchen.

Characters:

Students are apprentice level chefs on a mission to acquire new culinary skills and gain Master Chef status during each unit.

Action:

Students will learn their skills through various means such as Ya Basic challenges, Quick-fire Challenges, Shake 'N' Bake lectures, Alimentary Applications and Pressure Tests.

Goal

Students are on a quest to become a MasterChef each unit by earning 4000 XP. Students earn a Michelin Star each time every member of their team achieves MasterChef Status. The ultimate goal is to earn 3 Michelin Stars by the end of the semester. Teams who earn 3 Michelin stars will be exempt from the final exam and receive a free lab day instead.

Your Show Host

This is Ms. Jarvis's 3rd year teaching and it's going to be the best one yet! Let's make this year amazing!

Room #: 309

Email: ajarvis@paplv.org

Website (lesson plans only):

msjarvisplhs.weebly.com

ALL class resources: paplv.instructure.com



Levels

Students earn XP in a variety of ways throughout each unit to level up and earn certain privileges.

Prep Cook:

1000 XP

May use 3x5 card

on unit test

Sous Chef:

2000 XP

May partner with another

Sous Chef or use a full

page of notes on the test

MasterChef:

4000 XP

Exempt from Unit Test

Earn a Mastery Button

Game Mechanics:

There are various types of activities apprentice chefs will participate in in order to build their culinary knowledge, skills and achieve MasterChef Status by the end of each unit.



Shake 'N' Bake

Shake 'N' Bake is another term for something quick and succinct, which is exactly what these lessons are. These are quick informal lectures to communicate the most important information about each unit unit topic.

Shake



'N'



Bake



Skillz to Pay the Bills

SKILLZ to pay The Bills



These can be either labs (for a grade) unit tests, or unit projects; skillz to pay the bills are always for summative points.

Jarvis's

Just

Desserts



Special Rewards given through completion of a Culinary Mission. These rewards give students advantages during Quick-Fire Challenges.

Alimentary Applications



A variety of hands-on activities students will perform to further their culinary knowledge/skills in each unit.



Culinary Missions

Extra projects that give students the opportunity to demonstrate their understanding of the content, above and beyond what they do in class.

Missions are always related to unit objectives, are never given a grade and always have an expiration date. Culinary Missions offer students the chance to earn MasterChef XP & Jarvis's Just Desserts.

Out of the Frying Pan Challenges

Intense challenges student teams participate in once a week in order to develop necessary skills for any MasterChef: Communication, Quick-thinking, Problem-Solving and Creativity. Also, earn MasterChef XP!

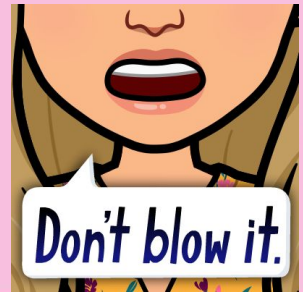


Behind the Scenes Blog

A blog that students keep throughout the competition to showcase and develop a written record of skills learned, food products produced & reflect on important understandings developed throughout the course of each unit.



Ya' Basic
These are Labs that teach an essential culinary skill/technique for apprentices to truly grow into MasterChefs. The goal is for Ms. Jarvis to be able to say "Ya NOT Basic" at the end of the lab (and earn some MasterChef XP)!



LET'S GET



THIS BREAD



Master Chef



Master Chef



Master Chef