

Design Your Own Carnival Game with Hailey 🎪

Instructions:

Check out this sample lesson plan and activity ideas for inspiration, ideas, and more. Feel free to edit, delete, or highlight to make it your own! These notes are yours to customize. They will not be published anywhere such that you're held to teaching exactly what's here.

Topics

Creative design, game design, carnival

Lesson Ideas

Lesson Title

Design Your Own Carnival Game

Duration

1 Hour

Lesson Plan

1. ****Introduction to Carnival Games (10 minutes)****

- Briefly explain what carnival games are.
- Show examples of popular carnival games.
- Discuss the elements that make a carnival game fun and engaging.

2. ****Brainstorming Ideas (10 minutes)****

- Divide students into small groups.
- Have each group brainstorm possible ideas for their own carnival game.
- Encourage creativity and thinking outside the box.

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3. ****Designing the Game (20 minutes)****

- Provide each group with paper and drawing supplies.
- Have students sketch their game, including:
 - The name of the game.
 - How the game is played (rules and objectives).
 - The materials needed to create the game.
 - How a player wins or scores points.

4. ****Sharing and Feedback (10 minutes)****

- Each group presents their carnival game concept to the class.
- Allow time for questions and constructive feedback from peers.

5. ****Reflection and Wrap-up (10 minutes)****

- Have a discussion on what they learned during the activity.
- Ask students to think about the skills they used (e.g., creativity, teamwork, problem-solving).
- Encourage students to think about how they could improve their game design if given more time.

Materials List

- Drawing paper
- Pencils, markers, and crayons
- Example images of carnival games
- Large poster paper for group presentation (optional)

Adaptations for Different Ages

- ****Younger Children (Ages 5–7):****
 - Provide pre-drawn templates they can customize.
 - Simplify the game rules.
 - Allow more time for brainstorming and designing.
- ****Older Children (Ages 8–12):****
 - Challenge them to include multiple stages or levels in their games.
 - Encourage more detailed drawings and extensive rule development.
 - Introduce concepts of game balance and fairness.

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Movement Break

- **Carnival Game Tag (5 minutes)**
 - Play a quick round of tag where tagged players must freeze and perform a fun carnival-themed action (like juggling an imaginary ball) until another player frees them.

Bonus Activities

- **Build a Prototype:**
 - If time and resources allow, have students build a simple prototype of their game using available classroom materials.
- **Carnival Day:**
 - Organize a "Carnival Day" where students can set up their games for others to play.
- **Guest Speaker:**
 - Invite a local game designer or event planner to talk to the class about designing games and events.

Series Outline

- Week 1: Introduction to Carnival Games**
 - Discuss the history and types of carnival games.
 - Watch videos of popular carnival games.
 - Brainstorm favorite carnival games and list their features.
- Week 2: Understanding Game Mechanics**
 - Explain basic game mechanics (e.g., chance, skill, and rules).
 - Play simple carnival games to understand different mechanics.
 - Group activity: Identify mechanics in common carnival games.
- Week 3: Sketching Your Game Ideas**
 - Teach the basics of sketching and game layout design.
 - Activity: Sketch individual game ideas.
 - Share and discuss initial sketches with classmates for feedback.

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****Week 4: Materials and Resources****

- Identify common materials used in carnival games (e.g., wood, balls, rings).
- Group discussion on sourcing materials.
- Create a resource list for each student's game idea.

****Week 5: Prototyping Your Game****

- Introduction to building prototypes.
- Build simple prototypes using basic materials (paper, cardboard).
- Test and refine prototypes in small groups.

****Week 6: Game Aesthetics and Design****

- Discuss the importance of aesthetics and theming in carnival games.
- Workshop: Design game posters, signs, and decoration ideas.
- Create visual themes for each game.

****Week 7: Rules and Instructions****

- Teach how to write clear game rules and instructions.
- Each student writes rules for their game.
- Peer review and revise instructions for clarity.

****Week 8: Playtesting and Feedback****

- Set up a mini-carnival and playtest each other's games.
- Gather feedback using questionnaires or discussions.
- Revise games based on feedback.

****Week 9: Finalizing Your Game****

- Make final adjustments to game mechanics, design, and materials.
- Practice explaining and demonstrating games.
- Prepare for the final exhibition.

****Week 10: Carnival Game Exhibition****

- Host a carnival game exhibition for parents and schoolmates.
- Each student sets up and runs their game.
- Reflect on the experience and what they learned throughout the project.

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For additional support, reference this [experience outline template](#) which includes tips and prompts to help you develop and lead an excellent Grasshopper Kids experience.

Note: This lesson plan outline was drafted by Hopper. If you would like to see different results, you can [submit another idea](#), or text us with feedback so we can work to make the algorithm better. We built this tool to help save you time in bringing more kids enrichment experience ideas to life!

