

PROJECT PLANNER

1. Project Overview

Project Title	Game Changing Kids	Public Product(s) (	Teams will design and create a board game where someone learns something.
Driving Question	How can we design and create a fun game so that someone learns something new?		Teams will develop and create an i-movie explaining object of their game and the directions on how to play.
Grade Level/ Subject	3-4		
Time Frame	6 weeks		
Project Summary			

2. Learning Goals

Standards	(see attached)	Literacy Skills	Reading directions, analyzing, interpreting, and evaluating
		Success Skills	Critical thinking, collaboration, project management
Key Vocabulary	prototype, engineering design process, clockwise, counter clockwise	Rubric(s)	Game Design Rubric

3. Project Milestones

Directions: Use this section to create a high-level overview of your project. Think of this as the broad outline of the story of your project, with the milestones representing the significant 'moments' or 'stages' within the story.

Milestone #1	Milestone #2	Milestone #3	Milestone #4	Milestone #5	Milestone #6 Public Product
ENTRY EVENT: Design a game using only cups, straws, rubberbands, coins, string Play Games: Analyze and determine the elements of a good game. Inquiry: Play games with mistakes and missing elements or components.	Develop Prototype: Teams develop a theme, research, and create a rough sketch of the game, paying particular attention to the concept and rules. Even though it is a rough sketch, it should be clear enough to be playable. Make Video Directions: Students will use i-movie to create a video clearly showing how to play their game.	TEST- Prototype Tournament: Students test each other's prototypes, providing positive and constructive feedback. Teams Redesign: Make any needed changes to prototype. RE-TEST	Feedback from an expert and revision to prototypes. Visit with Game Design engineers from ?Vicarious Visions??? (518)701-2500. George Vasilakos edenstudios@gmail.com RE-TEST/ RE-DESIGN	Finalization of product and preparation for presentations Teams will edit and finalize video directions. Advertise-banners/flyers- to persuade others to come and play our games	Game DAY Showcase! : Families will be invited for a fun game day where they can play students' games.
Key Student Question	Key Student Question	Key Student Question	Key Student Question	Key Student Question	Key Student Question
What are the elements or components of a game? Why can't you play or win this game? What game feature is it missing?	What topic are you interested in? What would you like to "teach" an audience? What type of game would you like to create? What's the best way to convey Directions & How to Play?	How do we best analyze another team's game in order to provide helpful feedback for game improvements?	What do we need to ask the experts so that improvements and revisions can be made to games?	What materials do you need and how are you going to create final products of all components of your game?	Did our audience have fun and learn something new?

Formative Assessment(s)	Formative Assessment(s)	Formative Assessment(s)	Formative Assessment(s)	Formative Assessment(s)	Summative Assessment(s)
-“Identify Parts of Game” sheet -Observe teams whether or not scaffolding is needed to identify missing elements.	Does the prototype successfully include all necessary components? “Project Team Work Plan” sheet “Game Design Plan” packet	“Project Work Report: Individual” sheet “Project Work Report: Team” sheet	Interview Questions Reflection sheets		*Game Design Rubric

4. Project Calendar

Driving Question: How can we design and create a fun game so that someone learns something new?				
Week: 1-2		Project Milestone 1: Analyze and determine the elements or components of a good game.		
Key Student Question(s): What are the necessary elements or components of a game? How do we best analyze another team’s game in order to provide helpful feedback for game improvements?				
Day 1:	Day 2:	Day 3:	Day 4:	Day 5 & 6:
ENTRY EVENT: Create a game using only rubber bands, coins, cups, string, staws, spoons, etc. Make written directions	Play each others’ games, evaluate, and provide positive and constructive feedback.	Play Games: Analyze and determine the elements of a good game.	Play Games: Analyze and determine the elements of a good game.	Inquiry: Play games with mistakes and missing elements or components.
Notes: Identify Parts of a Game sheets, Game Design Project Outline Game Board				

Driving Question: How can we design and create a fun game so that someone learns something new?				
Week: 3		Project Milestone 2: Develop Prototype and Video record directions to game.		
<u>Key Student Question(s):</u> What topic are you interested in? What would you like to “teach” an audience? What type of game would you like to create? What’s the best way to convey Directions & How to Play?				
Day 1: Research	Day 2:	Day 3:	Day 4:	Day 5:
Students decide on a theme for their game. Students perform research to learn all about their theme. (Interview an expert in the field?)	Rough Sketch of the game and components.	Final draft of game board, and make or collect game pieces. Students make a “shopping list” for items they still need. https://www.99centgameparts.com/	<u>Video Directions:</u> Students use i-movie to create in information video explaining and showing how to play their games. QR Creator/print for game box- Link video directions	<u>Video Directions Cont.</u> Video editing
Notes: Team contracts, Team Work Plan, Project Work Report Individual, Project Work Report Team				

Driving Question: How can we design and create a fun game so that someone learns something new?				
Week: 4		Project Milestone: Test each other’s prototypes, provide feedback, re-design, re-test.		
Key Student Question(s):				
Day 1:	Day 2:	Day 3:	Day 4:	Day 5:
“Mod A Game” -Modify Rock-Paper, Scissors	TEST- Prototype Tournament: Students test each other's prototypes, providing positive and constructive feedback.	Teams Redesign: Make any needed changes to prototype. RE-TEST	Teams Redesign: Make any needed changes to prototype.	Finalize Prototype and all game components.
Notes:				

Driving Question: How can we design and create a fun game so that someone learns something new?				
Week: 5-6		Project Milestone: Ask an EXPERT! Finalize product! Game Day!		
Key Student Question(s): What do we need to ask the experts so that improvements and revisions can be made to games?				
Day 1:	Day 2:	Day 3:	Day 4:	Day 5:
Visit with Game Design engineers from Vicarious Visions (518)701-2500.	Re-Design and Finalize Games and components. Students begin making final products and game boards.	Teams will edit and finalize video directions. Advertise-banners/flyers- to persuade others to come and play our games	Teams will edit and finalize video directions. Advertise-banners/flyers- to persuade others to come and play our games	Game DAY Showcase! : Families will be invited for a fun game day where they can play students' games.
Notes:				

