DREAM GAME LIST

SUGGESTED TIME
15–30 MINUTES

OBJECTIVES
By completing this activity, students will:
+   identify common design elements of games

ACTIVITY DESCRIPTION

❏ Divide students into small groups of 2-3 people.

❏ In their small groups, ask students to generate a list of games that they enjoy playing. They can compose the list using their design journals or a sheet of paper. We suggest facilitating the brain dump brainstorming activity: give students a short time period (1-2 minutes) to write down as many games as they can. Then, have students narrow down their favorites from the brain dump list.

❏ After a few minutes, ask groups about their list of games:
What do the games have in common?
What features of their design make them a game?

❏ Facilitate a class discussion about what characteristics make up a game and generate a class list of common game mechanics. Next, ask students to imagine their dream game and write a list of design elements for that game.

❏ Invite students to share their dream game lists in their small groups or critique groups (see Unit 0 Critique Group activity) to get feedback and suggestions.

RESOURCES

❏ paper to write down game design elements
❏ things to sketch with (pencils, pens, markers, etc.)

REFLECTION PROMPTS

+   Make a list of your favorite games.
+   What do the games have in common?
+   What features of their design make them a game?
+   Create a list of design elements for your dream game.

REVIEWING STUDENT WORK

+   Do the dream game lists include features of games?
+   What design elements are similar or different from the class group list?
+   What do the lists tell you about the kinds of games and the types of play your students enjoy?

NOTES

+   Invite students to refer back to this dream game list while programming games in other Unit 4 activities.

NOTES TO SELF

❏ _____

❏ _____

❏ _____

❏ _____

Chess

Monopoly

Mario

Clue

football

Candyland

Pac Man

Jump Rope

Baseball

Tennis

Flappy Bird

Wheel of Fortune

Four Square

DREAM GAME LIST REFLECTIONS

NAME:

RESPOND TO THE FOLLOWING REFLECTION PROMPTS USING THE SPACE PROVIDED BELOW OR IN YOUR DESIGN JOURNAL.

+ Make a list of your favorite games.

+ What do the games have in common?

+ What features of their design make them a game?

+ Create a list of design elements for your dream game.