

Let's Play Games

Workbook





Activity 1: Play some games!

Use the table below to record your findings

Game I played	Things I enjoyed and the reasons I enjoyed them	Things I did not enjoy and the reasons I did not enjoy them



Activity 2: What is a game?

Think about the games you know. What do they have in common? What makes them different?

Use the spaces below to brainstorm an answer to the question:

What is the definition of 'a game'?

What things do all games have?

Write as many things as you can think of:

How are games different to toys?

Games	Similarities (things that are the same)	Toys

My answer to the question 'What is a game' :

A game is:



Activity 3: Plan your game

Step 1:

Use this section of your workbook to help guide you through the process of making your game.

Use the questions in the table below to guide your thinking on planning your game, and fill it in. You can come back to these notes when you are designing your game.

1. **Who** are you designing your game for?

- Do you have a specific person in mind (eg: a younger family member, or a friend from school)?

2. **What** kind of game are you making?

- Is your game just for fun, or is it a game designed to get people to learn?
- What kinds of things can you do in this game? What can't you do?
- Is your game going to be digital, or are you going to craft your game from cardboard and other materials?
- Is your game going to be completely new, or are you modifying an already existing game?

3. **How** will your game work?

- What rules are there for your game?
- How many people can play?
- How are you going to explain your rules?
- What will you make your game from? Are you allowed to use the tools you need? (eg: If you are making a digital game, are you going to be allowed to use your device to make the game, or do you have time limits for your device?)

4. **What** am I capable of?

- What skills do I have (eg: coding, craft etc)?
- What kinds of games am I capable of making?

5. **What** criteria am I going to measure my game against?

- How do I know that I am successful? (think back to your first activity in this workbook – what do all games have?) Think about your definition of a game.

Extra planning page

Extra planning page

Activity 3: Plan your game

Step 2:

Either use the space below in this document, or some paper and pens from your house to 'map out' your game. Add pages below as you need them.

Include:

- The rules
- The game board/background
- Any cards/extra pieces you need

If your game is digital (for example, you have decided to use Scratch to make your game), then you could include the code you think you might need to use here too. This can help you to understand your code and your game better.

Use this page to plan out your game:

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Activity 4 and 5: Make your game prototype and test! Then test some more.

Use the space below to record the advice from the family/friends/classmates who helped to test your game. Copy this page as many times as you need.

What changes will you make to improve your game? Jot them down below.

Activity 6: Evaluation

Look at your criteria from Activity 3: Planning your game (Step 1, box 5 of the table).

Have you been successful?

Have you created a game that your user will want to play?

How would you change what you do next time?

Did you ask for feedback from the right people? Would there be people more appropriate to ask in the future? If so, who and why?

What advice would you give to someone else about to take on this 'make your own game' challenge?

- You could share your game with us at motat.fun@motat.org.nz . We'd love to see your creations (and maybe play a few games as well!)