



Design a Game Challenge

Ready to have some fun with TGR Foundation's Design Challenges?! In this week's challenge families will use a simple design process to build a board game or carnival game that the family can play at the end of the week. This family-friendly activity will unlock your creativity to imagine, plan, create and test a solution. Look around your house for items that can be used to design your game.

DAY 1	DAY 2	DAY 3
<p>Imagine What type of board games or carnival games have you played or seen? What makes a game successful? How does one win?</p> <p>Make a list of the types of games and the purpose for each one. If you can't think of any go check out a few games that you have.</p> <p>Things to Consider:</p> <ul style="list-style-type: none"> • What is the format of the game? • What is the player format? • What is the objective of the game? • What are the rules? <p>Think about the types of items you have at home that could be used to build a game. What could these items be used for?</p> <p>Reflection Questions: What aspect of a game do you enjoy?</p> <p>What aspects of the games you thought of are easy to recreate? Why?</p> <p>What aspects are difficult to recreate? Why?</p>	<p>Plan Time to plan it out! From what you learned the previous day, select a type of game you would like to build and a theme/concept.</p> <p>When planning out your game, make sure you:</p> <ul style="list-style-type: none"> • Make a sketch of your game • Create a name for your game • Write the directions on how to play • Gather the items you will need to create your game <p>Things to Consider:</p> <ul style="list-style-type: none"> • What is the objective of this game? • How do you win? • What are the rules? • What type of items do you need? <p>Reflection Questions: How did you come up with a theme?</p> <p>How did you come up with the name of your game?</p>	<p>Create Now it's time to build your game using items you gathered from the previous day.</p> <p>Things to Consider:</p> <ul style="list-style-type: none"> • Does the physical layout of the game align with the game's objective? • Did you include all the elements according to the directions on how to play the game? <p>Reflection Questions: What was it like creating your game?</p> <p>Did you come up with new problems that you had to address?</p> <p>What obstacles did you add to make the game more challenging?</p>
DAY 4	DAY 5	
<p>Test & Improve Time to test out your game with others. Have your family members play the game based on your directions and give feedback on the directions for the game, how you win the game, the physical layout and suggestions on improvements.</p> <p>Take the feedback you gained and adjust accordingly.</p> <p>Things to Consider:</p> <ul style="list-style-type: none"> • Were the directions understandable? • What strategies did the players use to win the game? • Did the rules make sense to the players during the game? <p>Reflection Questions: What did you learn from having others test your game?</p> <p>Did you have any key parts that were missing and if so, how did you address them?</p> <p>If you changed one rule, how would that affect the game?</p>	<p>Play Now it is time to play the game with your family members.</p> <p>Things to Consider:</p> <ul style="list-style-type: none"> • When is the best time to play the game? • Can everyone play or do people need to take turns? • Who gets to go first? <p>Reflection Questions: What did you and your family enjoy most about the game?</p> <p>What was the hardest part about designing your own game?</p>	<p>Overall Design Reflection Questions:</p> <ul style="list-style-type: none"> • What were some interesting discoveries you made while working on the Design Challenges? <ul style="list-style-type: none"> • About the problems? About yourself? • What were some of the difficulties of the Design Challenges? <ul style="list-style-type: none"> • What made them difficult? • What were some learning moments? <ul style="list-style-type: none"> • What made them so? • How can you use what you have learned in the future? <p>Quote: Explain the quote listed in your own words, and then describe how it applies to the design challenge.</p> <p>"Imagination is more important than knowledge." -Albert Einstein</p>