

Let's Grow a Game

(Originally developed by the Global Kids)

GOAL(S)

- Think through and map out a simple game design
- Create early stage concepts for game theme and character

TOTAL TIME OF ACTIVITY: 30 Minutes

SET-UP

- Design guide printout (works best on 11x17 sheet of paper)
https://drive.google.com/file/d/0B0_HDxAjia0QVdjWVluZFFIbWM/edit?usp=sharing
- Sticker labels
https://drive.google.com/file/d/0B0_HDxAjia0bmRzMkRkV1JVc28/edit?usp=sharing
- Colored pencils
- Old magazines
- Scissors
- Glue
- Blank paper (ideally 11x17, but 8x11 can work too)

MAIN ACTIVITY

1. Design the core elements of your game (15 min)
 - The design of the printouts is relatively intuitive and needs little introduction for students to jump right in.
 - Station participants receive an design guide printout.
 - They also receive a page of sticker labels with text of different colors that provide several options for characters (postman, skateboarder, basketball player, mermaid, etc), issues (clean water, access to food, equal treatment, etc), places (Brooklyn, my home, the ocean, etc) and mechanics (jumping, distributing, researching, collecting). Participants place the stickers in the corresponding spots of the sentence starter to come up with a core game idea, as they would fill out a madlib. If they'd like, they can come up with their own ideas instead of using the stickers.
 - If there is time in this section of the activity, students can flip over the sheet and fill out some more specifics about their game:
2. Make a theme collage for your game (15 min)
 - Participants will receive several magazines, glue sticks, scissors, and colored pencils to create a collage image of the premise of the game on a large blank piece of paper.
 - Prompts for participants who are stuck:
 - What would your character look like?
 - What images can you use to demonstrate what your character does in the game?
 - What images can you use to show where the game takes place and what issue your character fights for?

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