

VERBING AWAY FROM CANDYLAND

(Originally developed by Jessica Hammer)

GOAL(S)

- Develop a list of game mechanic verbs with students.
- Update the mechanics of Candyland

SET-UP

- Assorted analog game supplies (markers, pens, poker chips, construction paper, etc.). Avoid giving large sheets of paper, so that youth are explicitly discouraged from making a large board with a track. Also avoid dice and tokens, which also implicitly force them away from Candyland.
- Whiteboard

TOTAL TIME OF ACTIVITY: 60 Minutes

MAIN ACTIVITY

- Generate a list of verbs (10 min)
 - These verbs do not need to be specific to candyland or to games in general
 - You can do this as a whole group, on a whiteboard for instance
- Explore the verbs. Here are some questions to think through. (10-15 min)
 - Who or what is doing the verb?
 - When or how is the verb occurring?
 - What effect does the verb have?
 - How is this verb represented in your game?
- Start prototyping. Break students into groups and give them a verb from the list, ideally one of the non-standard one, and give them a pile of analog supplies. Build a prototype around that verb. (20-30 min)
- Feedback. Give students feedback on their designs, or have them give feedback on each other's designs. (10 min)

GGJ NEXT™
a game jam for young creators

www.GGJNext.org

