

Kodu Makerspace

Session 2



Leader Guide

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Overview

Session Highlights and Objectives

Session 2 is a two-hour camp in which students will take their first steps in creating game action with When... Do... programming constructs in a tutorial to create a more complex game. They will collaboratively redesign one of the games used in the camp, present their ideas to the group, gather feedback and revise their game design accordingly. The game will be created in the next sessions.

By the end of Session 2, students will be able to:

- Summarize character menu and When...Do... construct
- Apply the When...Do... form
- Navigate the menus associated with characters
- Collaborate to create a game design
- Communicate ideas to peers
- Consider and incorporate feedback

Target Audience

The target audience for this session are students 8-11 years of age.

Length

120 minutes, including a 10-minute break.

How to Use This Guide and Conduct the Session

This Kodu Makerspace Leader Guide document will be your reference as you prepare to conduct the session and is intended to provide all the information you will need to confidently lead the session. For ease of reading, all sections within this document can be collapsed and expanded as needed. Simply place your cursor in front of any heading and click on the triangle that appears to collapse the text within the section of the document. Click the arrow again and the section re-expands. In this guide the following is provided in support of making your session as effective as possible:

- **Outline:** This guide is your resource when conducting the workshop to help you maintain the order and timing of topics to be covered.
- **Timing:** The actual amount of time required to conduct this session will vary depending on the knowledge level and learning style of the students. Use the time estimates provided in this document as a guide.
- **Script:** The Session: In Depth section offers suggested prompts and demonstrations to help you give a thorough, accurate and engaging presentation.

Session Preparation

Preparation is a prerequisite for successful facilitation. Ample preparation time and full training support is essential to effectively prepare and deliver the session. Leaders need to accomplish the following activities prior to facilitating the session. Approximate time needed is four hours:

- Study the Camp Overview document. Complete the Prerequisite Leader Training and Preparation, as outlined.
- Study the entire set of session materials, including Leader Guide, Student Workbook, and the PowerPoint Presentation (view in Slideshow Mode to experience slide animation).
- Complete tutorials and watch videos for leader preparation.
- Dry run your PowerPoint presentation.
- Ensure devices are fully charged.
- Verify that earbuds are available to provide to students as needed.
- Download and install Kodu Game Lab from <http://www.kodugamelab.com> to each device.
- Download the specified resources to each device's desktop from the links provided. After the resources have been downloaded to each device's desktop, make sure to double-click each file to open it in Kodu Game Lab. This starts Kodu in the tutorial, but it is then safe to simply close the application—this will now make the tutorial visible under the "Load World" menu option. Repeat with each Kodu file downloaded to the desktop so that each is loaded into Kodu and ready for students:
 - Flashy Fishbots <http://aka.ms/flashyfishbots>
 - Fishbot Tutorial <http://aka.ms/fishbotstutorial>
 - Boku's Amazing Race <http://aka.ms/amazingrace>
 - Air Delivery Tutorial <http://aka.ms/airdelivery>
 - Air Delivery Complete <http://aka.ms/airdeliverycomplete>
- Download session-specified resources to the desktop of the leader's device from the links provided:
 - Introduction Video <http://aka.ms/intro2kodu>
 - Fishbots Plus <http://aka.ms/fishbotsplus>
- The accompanying PowerPoint presentation contains two placeholder slides which will need to be replaced. The CDS or session leader will replace the placeholders with slides from the local camp's Marketing Kit. Replace the Schedule of Events placeholder slide with the current Schedule of Events to promote your upcoming events. Replace the Additional Marketing placeholder slide with slides from your latest Marketing Kit to promote upcoming sessions for events. The placeholder slides are located in the Closure section between the "Questions" slide and the final "Thank You" slide.
- Be prepared and available for questions before, during and after the session.
- Verify that the Student Workbooks are available to distribute when the session begins. Prepare to collect and store the Student Workbooks for the next session in the camp series.

Session Requirements and Set-up

Equipment

- Screen display for leader
- Device with keyboard (or laptop) for leader

- USB cable for projector
- Earbuds per student
- Laptops, PCs or devices for students

Software & Web Resources

- Office Suite for leader's device
- Edge browser
- Kodu (environment download): <http://www.kodugamelab.com>
- Flashy Fishbots (completed working game): <http://aka.ms/flashyfishbots>
- Fishbot Tutorial: <http://aka.ms/fishbotstutorial>
- Boku's Amazing Race: <http://aka.ms/amazingrace>
- Air Delivery Tutorial: <http://aka.ms/airdelivery>
- Air Delivery Complete: <http://aka.ms/airdeliverycomplete>

Session-specific downloads for leaders only

- Introduction Video: <http://aka.ms/intro2kodu>
- Fishbots Plus: <http://aka.ms/fishbotsplus>

Videos for Leader Preparation

- Video 1: Navigating Kodu (1 min) <https://youtu.be/gUGXnEJwl08>
- Video 2: Create landscape world (3 min) <https://youtu.be/BdgmWcs9QdQ>
- Video 3: Add characters to world (1.5 min) <https://youtu.be/vrC6DpueYpQ>
- Video 4: Program Kodu characters (2 min) <https://youtu.be/Glw58uLvpk4>
- Video 5: Add text and speaking (2 min) <https://youtu.be/h21T7jbVDsk>

For leaders without prior coding knowledge, complete the following additional activities

- Complete the Hour of Code tutorials (found in the Worlds list within the Kodu program)
 - Maze Tutorial 1
 - Maze Tutorial 2
 - Maze Tutorial 3
- A Maze Tutorial Intro video and 3 additional tutorials that accompany these tutorials at <http://www.kodugamelab.com/hour-of-code/>

Materials

- Camp Overview
- Leader Guide
- PowerPoint Presentation for leader
- Student Workbooks - one for each student
- Name tag and pen/pencil for each student

Outline

You may use the outline below as a checklist when conducting the session. Suggested times for each section are noted for guidance.

Section 1: Introduction (10 minutes)

- Welcome (3 min)
- Review the When...Do... (5 min)
- Overview (2 min)

Section 2: Boku's Amazing Race (20 minutes)

- Kodu Game Exploration: Boku's Amazing Race (10 min)
- Modifying Boku's Amazing Race (10 min)

Section 3: Air Delivery Tutorial (25 minutes)

- Introducing Air Delivery Tutorial (5 min)
- Playing Air Delivery Tutorial (20 min)

Break (10 minutes)

Section 4: Designing A Game (45 minutes)

- Air Delivery Complete (5 min)
- Think-Pair-Share (5 min)
- Collaborative Game Design (15 min)
- Group Presentations (15 min)
- Design Tweaking (5 min)

Section 5: Wrap Up (10 minutes)

- Closure (5 min)
- Thank You (5 min)

Session 2: In Depth

Section 1: Introduction (10 minutes)

Welcome (3 min)

Display: Slide 1: *Welcome*



Objective: Greet and welcome students

Do: As students arrive:

- Check that all students have checked in
- Verify that students have their earbuds or their own earphones with them
- Assign a Device to each student
- Give each student their Student Workbook
- Provide pens/pencils

Suggested Prompt 1: Okay everyone, go ahead and take a seat. Welcome back to camp and to Kodu Makerspace Session 2. You'll have a blast using the Kodu Game Lab toolkit to explore games and design a fun game of your very own.

Suggested Prompt 2: It's great to see you again. My name is _____ and I'm glad you're here. Thank you for joining Session 2 in the Kodu Makerspace four-session camp series. Just like last session, we'll be having fun together for the next two hours with a break halfway through the session. Before we begin, let me remind you quickly where the bathrooms are located.

Do: Point out the bathrooms

Suggested Prompt 3: How many of you are ready to take your first steps in creating game action with the When...Do... in a tutorial?

Display: Slide 2: *Camp Guidelines*

Camp guidelines:

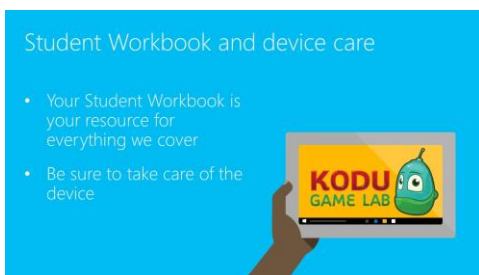
- Have fun!
- Respect the camp area and the things in it
- Respect each other and the camp leaders
- Don't leave the camp area

Objective: Remind students about the camp guidelines

Suggested Prompt 1: Let's review our camp guidelines. I'll read each one aloud:

1. **Have fun!** – How many of you like to have fun! You're here to learn how to make fun games and to meet new friends. Sometimes it can take some time to learn new things so be patient and most of all enjoy yourself. This isn't school. You're not being graded. So, experiment and make "mistakes" because that's how you make new discoveries.
2. **Respect the camp and the things in it** – This means to be careful with the device you are using, clean up after yourself here and in the bathrooms. Throw any garbage away. Tuck your seat in when you leave your seat. No running in the camp area.
3. **Respect each other and the camp leaders** – This means be friendly and helpful to others. When you're in the rest of the camp during breaks and someone else is looking at something that you want to look at, you need to wait for another time when that item is available.
4. **Don't leave the camp** – During the camp, parents and/or guardians and students need to stay in the camp area, even on breaks.

Display: Slide 3: *Student Workbook and device care*



Objective: Review student resources Student Workbook and device

Suggested Prompt 1: Your Student Workbook is your resource for everything we cover in the four sessions of the camp. Let's review what the workbook contains for each session:

- The big questions we'll answer that day
- Links for all videos and tutorials that day
- Key content, activity instructions, and activity worksheets

- Room to take notes

Suggested Prompt 2: We will be collecting the devices in-between sessions and will make sure the devices are fully charged for your next session.

Review (5 min)

Display: Slide 4: *Session 1 review*



Objective: Remind students about last session

Suggested Prompt 1: In Session 1, you explored Kodu Game Lab by playing and then examining the character and action sequences of two games. You learned about the character menus in the Kodu environment and the When...Do... logic of Kodu programs.

Suggested Prompt 2: Who would like to share one thing you learned about Kodu Game Lab?

Suggested Prompt 3: Who would like to share an idea you have for modifying a game character?

Suggested Prompt 4: Who would like to share an idea you have for modifying a game action?

Do: Solicit responses from the students

Suggested Prompt 5: Are there any questions you have about what we covered in Session 2?

Display: Slide 5: *Icebreaker Let's Review the When...Do...*



Objective: Icebreaker Let's Review the When...Do...

Do: Conduct Icebreaker **Let's Review the When...Do...**

- Direct students to **page 10** in Student Workbook
- Read Let's Review the When...Do... **Directions** and **Activity checklist**

Suggested Prompt 1: On your own, you can challenge yourself about things you learned in Session 1.





Suggested Prompt 2: When I say "go", you'll have three minutes to complete the Let's Review the When...Do... Activity checklist. Then, we'll discuss your answers. Ready? Go.

Do: Time three minutes for students to complete the Let's Review the When...Do Activity checklist.

Suggested Prompt 3: Let's discuss your answers.

Do:

- Solicit responses from students
- Click through the slide to reveal correct answer and praise students for correct answers
- Redirect students when necessary, by providing correct **answers**

1.  **Home Menu** – The Home Menu button will take you back to the main menu where you can choose to load a different world or quit Kodu.
2.  **Play Game** – Click the Play button to see the game in action.
3.  **Move Camera** – Click on the Move Camera button to change the angle of the camera (view). Right click + scroll, "tips" or "turns" the view. Left click+ scroll, "zooms" the view.
4.  **Object Tool** – This Object Tool is really cool. Click the Object Tool to add new objects to your game or to change an existing object such as a Kodu character.



Line 1: **When the user left clicks the mouse, Kodu shoots**

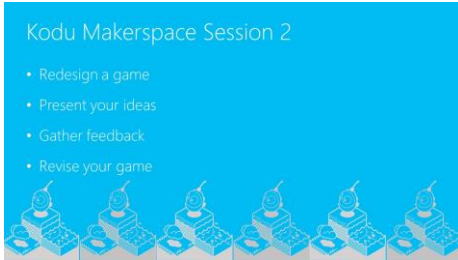
Line 2: **When the shot hits anything, the damage is set to zero points**

Line 3: **When the shot hits anything, the object should change to some random color**

Suggested Prompt 4: Great job. Are there any questions about what we covered in Session 1?

Overview (2 min)

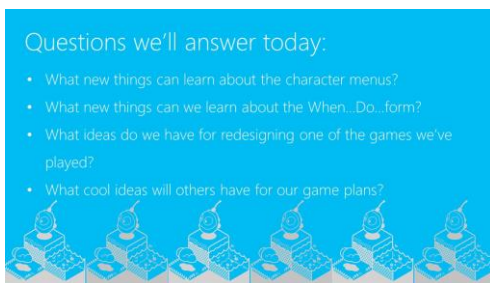
Display: Slide 6: *Kodu Makerspace Session 2*



Objective: Provide an overview of the Kodu Makerspace Session 2

Suggested Prompt 1: In Session 2, you will take your first steps in creating game action with When... Do... programming constructs in a tutorial to create a more complex game. You will collaboratively redesign one of the games used in the camp, present your ideas to the group, gather feedback and revise your game design accordingly.

Display: Slide 7: *Questions we'll answer today*



Objective: Discuss questions that will be answered today

Suggested Prompt 1: We are going to answer all these questions today:

- What new things can we learn about the character menus?
- What new things can we learn about the When...Do... form?
- What ideas do we have for redesigning one of the games we've played?
- What cool ideas will others have for our game's plans?

Display: Slide 8: *How we'll answer the questions*



Objective: Share the Session 2 learning objectives

Suggested Prompt 1: By the end of this session you'll know the answers, because you'll be able to:

- Summarize character menu and When...Do... construct
- Apply the When... Do... form
- Navigate the menus associated with characters
- Collaborate to create a game design
- Communicate ideas to peers
- Consider and incorporate feedback

Suggested Prompt 2: Parents and/or guardians, you are now welcome to take a look around the camp or remain in the camp area while the kids are in session. We do ask that you stay nearby in case you're needed. I'll see you back in the camp for our up session at _____. Please join us at that time.

Suggested Prompt 3: If you're ready to take your first step in creating game action with When... Do... programming, just say the words "I'm ready".

Do:

- Solicit students to respond "I'm ready"

Section 2: Boku's Amazing Race (10 minutes)

Kodu Game Exploration: Boku's Amazing Race (10 min)

Display: Slide 9: *Step by step: Boku's Amazing Race*




Objective: Step-by-step demonstration to show how to open the Boku's Amazing Race game

Suggested Prompt 1: You may recall how to find a game in Kodu Game Lab. I will show you how to find Boku's Amazing Race.

Do: Toggle to Kodu Game Lab

Demo: Step-by-step

- Click on the  Kodu Game Lab **icon** on your device screen
- Select **Load World**
- Click in the search box and type **Boku's Amazing Race**
- Read the information about the game that appears on the bottom of the screen

Suggested Prompt 2: Although I can see the Play button, I won't select Play until I'm ready to begin the game.

Display: Slide 10: *Kodu Game Exploration: Boku's Amazing Race*



Objective: Show the Kodu Game Exploration: Boku's Amazing Race

Suggested Prompt 1: It's time for you to explore Boku's Amazing Race. When I say "go" you'll have eight minutes to play on your own. You will need to open the game, read the directions, then select Play to explore Boku's Amazing Race.

Suggested Prompt 2: Halfway through the exercise, I'll ask you to "pause" so that I can ask questions I want you to find answers to as you explore. You'll be able to continue to play another four minutes, and you'll also look for questions involving When...Do... situations.

Suggested Prompt 3: I'm going to come around to help anyone that needs it. Please raise your hand or call me if you get stuck or need help.

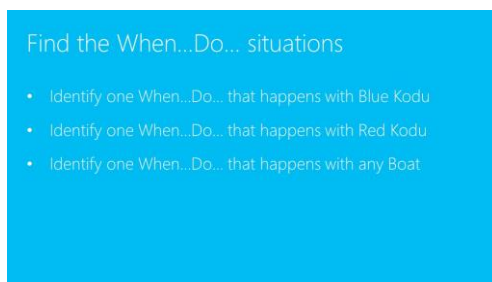
Suggested Prompt 4: Are you ready to use your Device to play and explore Boku's Amazing Race? Go!

Do:

- Remind students that everyone plays at a different speed
- Request that everyone wear headphones or earbuds during the activity
- "Pause" the students halfway through the exercise (after approximately four minutes)

Suggested Prompt 5: How many of you had a good time exploring Boku's Amazing Race?

Display: Slide 11: *Find the When...Do... situations*



Find the When...Do... situations

- Identify one When...Do... that happens with Blue Kodu
- Identify one When...Do... that happens with Red Kodu
- Identify one When...Do... that happens with any Boat

Objective: Show the questions as When...Do... situations involving objects in the game, show an empty When...Do statement

Suggested Prompt 1: Now, as you play the game, pay attention to the When...Do... action in the game. Identify "one" When...Do... situation with each of the three main characters. The questions I want you to find answers for while you're playing Boku's Amazing Race are:

- ✓ Identify one **When...Do...** that happens with Blue Kodu
- ✓ Identify one **When...Do...** that happens with Red Kodu
- ✓ Identify one **When...Do...** that happens with any Boat

Suggested Prompt 2: Now, continue to play another four minutes, but see if you can answer the When...Do... questions. Then, we'll discuss what you learned.

Suggested Prompt 3: Okay, time is up. Who would like to share an answer to one of the questions?

- Do:**
- Solicit responses from students
 - Listen for correct answers and praise students when a correct answer is given
 - Redirect students when necessary by providing correct **answers**. Sample responses you may hear:
 - **Blue Kodu**
When keys pressed or mouse is clicked do move quickly
When bumps blue ship Do climb on/disappear
 - **Red Kodu**
When bumps red ship Do climb on/disappear
When sees blue ship Do shoot
 - **Blue ship or Red ship**
When keys pressed or mouse is clicked Do move quickly
When see apple Do grab it

Modifying Boku's Amazing Race (10 min)

Display: Slide 12: *Let's Revise Boku's Amazing Race*



Objective: Show Revise Boku's Amazing Race Activity checklist

Suggested Prompt 1: Now that you've played and explored Boku's Amazing Race, let's make some revisions to the game. You will have the opportunity to add a new line of code.

Do: Toggle to Boku's Amazing Race and pace through the directions as students follow along, stopping at each step to make sure the students are on pace with you.

Suggested Prompt 2: I'll show you how and you can follow along, as we add a few rocks and a new line of code. Then, you'll add new characters and actions.

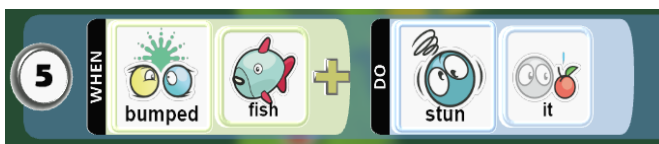
Suggested Prompt 3: The steps we'll follow are in your Student Workbook as well as up here on the screen. We will be doing most of these steps together.

Do: Conduct Activity **Revising Boku's Amazing Race**

- Direct students to **page 11** in Student Workbook
- Read Revising Boku's Amazing Race **Directions** and **Activity checklist**
- Follow the steps to add objects, add a new line of code and to add characters and actions
 1. Select **Load World**
 2. Click in the search box and type **Boku's Amazing Race**
 3. Read the information about the game that appears on the bottom of the screen
 4. Select **Play**
 5. Add an Object
 - Click on the **Object Tool**
 - Right click somewhere on the land between Boku and the boat ramp
 - Add a few rocks
 6. Add a new line of code
 - Add code for Boku to say "Ouch!" when he hits a rock



7. Add characters and actions
 - Add fish to the water
 - Change their rotation
 - Add code to the boats to stun any fish they bump



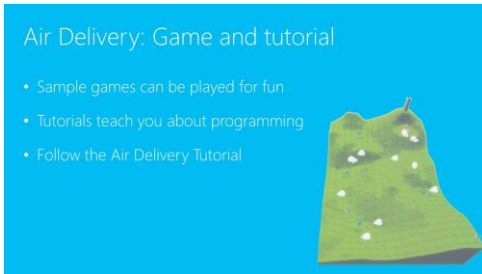
Suggested Prompt 4: Now you know how to modify Boku's Amazing Race. You can add objects, add a new line or add characters and actions.

Suggested Prompt 5: Next, we will learn about programming through the Air Delivery Tutorial.

Section 3: Air Delivery Tutorial (25 minutes)

Introducing Air Delivery Tutorial (5 min)

Display: Slide 13: *Air Delivery*



Objective: Reinforce the difference between a game and a tutorial

Suggested Prompt 1: How many of you can recall the difference between a game and a tutorial?

Suggested Prompt 2: Sample games are mini-games that you can play just for fun. All of them can be edited so after you've played one you can open it up, see how it works and change it. Some games are unfinished to give you a start to your idea.

Suggested Prompt 3: Tutorials are designed to teach you something about programming Kodu. Tutorials give you steps but it's possible to make a mistake. It becomes difficult to "undo" mistakes. If you make a mistake, the best thing to do is to close the tutorial and start over by selecting Load World from the main menu.

Suggested Prompt 4: You are going to create an Air Delivery game by following the Air Delivery Tutorial. First, let me show you a completed Air Delivery game so that you will understand what the game looks like.

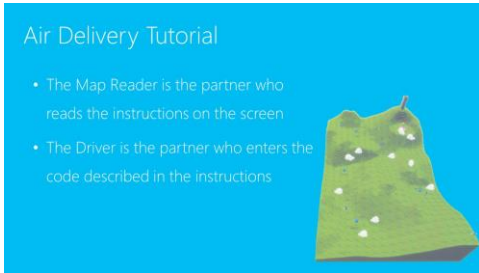
Suggested Prompt 5: In order to follow a tutorial, we'll need to read the directions on the Device screen and follow directions carefully.

Demo:

- Toggle to Air Delivery Complete
- Briefly play the Air Delivery Complete game

Playing Air Delivery Tutorial (20 min)

Display: Slide 14: *Air Delivery Tutorial*



Objective: Guidelines for following the Air Delivery Tutorial

Suggested Prompt 1: It's time for you to create a game by following the Air Delivery Tutorial.

Suggested Prompt 2: We're going to work with a partner for this activity. Teams of two will work on one Device. We're going to take turns in our roles. One partner will start out as the Map Reader and the other partner will start out as the Driver.

Do: Explain the **Map Reader** and **Driver** roles

- The **Map Reader** is the partner who reads the instructions on the screen
- The **Driver** is the partner who writes the code described in the instructions

Do: Toggle to Air Delivery Tutorial

Demo:

- Open the Air Delivery Tutorial.
- Demonstrate, with the help of a "helper student," how to follow a tutorial.
- Point out where the directions are located and stress that reading and understanding the directions are critical to creating a successful game.
- Read aloud the first direction. Have a helper student be the Map Reader to complete the step on the leader's display.
- Read aloud the second direction. Have a helper student be the Map Reader to complete the second step on the leader's display.

Suggested Prompt 3: Are you ready to pick a partner and follow what you just observed between me and our "helper student"? When I say "go", you'll have 15 seconds to pick a partner. Decide who will start out as the Map Reader and who will start out as the Driver. Ready? Go.

Do: Be sure to pair any younger student who may have less reading ability with an older student

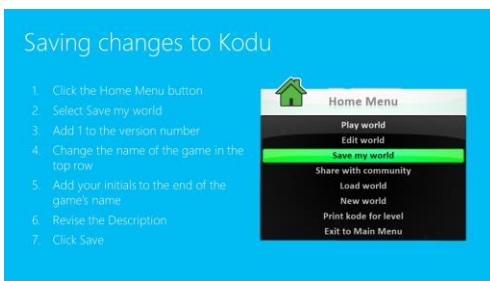
Suggested Prompt 4: Raise your hand if you will begin this activity as the Map Reader? Raise your hand if you will begin this activity as the Driver? Thank you.

Suggested Prompt 5: As a team, you will have 16 minutes to create an Air Delivery Game by following the Air Delivery Tutorial. Partners will switch roles every four minutes so that each partner gets a change at each role. Are you ready to play the Air Delivery Tutorial? Here are the guidelines:

- Each team will work on the same computer for this activity
- One partner reads the directions while the other completes the task
- Everyone plays at different speeds

Suggested Prompt 6: When I say “go” your time will begin. I’m going to come around to help anyone that needs it. Please raise your hand if you get stuck or need help. Ready? Go.

Display: Slide 15: *Saving Changes to Kodu*



Objective: Opportunity for students to save their changes

Suggested Prompt 1: Now it's time for you to use your Device to save your changes.

Do: Conduct Activity **Saving Changes**

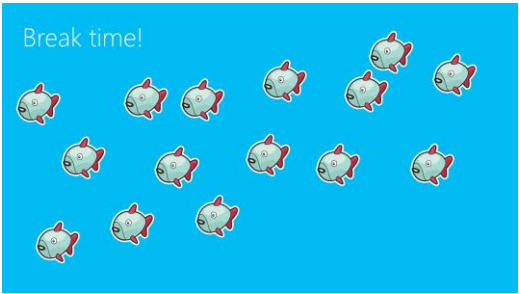
- Direct students to **page 7** in Student Workbook
- Read Saving Changes **Directions** and **Activity checklist**

Demo: Demonstrate as students follow along.

1. Click the **Home Menu** button
2. Select **Save My World**
3. Add 1 to the version number
4. Change the name of the game in the top row, as desired
5. Add your initials to the end of the game's name
6. Revise the Description, as desired
7. Click **Save**

Suggested Prompt 2: Your revised game is now listed among the games listed when you select Load World.

Display: Slide 16: *Break Time*



Objective: Break Time guidelines

Suggested Prompt 1: We're going to take a 10 minute break now to stretch or use the bathroom. Please remember to:

- Push your stools or chairs in and throw any garbage away.
- Stay in the camp during the break.
- Be respectful of the items in the camp. It's perfectly ok to handle items, but be careful with them. If someone else is looking at something you are interested in, move on and look at it later.
- Be respectful to other campers and people by being courteous and friendly.

Suggested Prompt 2: I'll give you a two minute warning when break is almost over.

Section 4: Designing A Game (45 minutes)

Air Delivery Complete (5 min)

Display: Slide 17: *Air Delivery Complete*



Objective: Show the Air Delivery Complete game

Suggested Prompt 1: How many of you found it easy to create a game by following the Air Delivery Tutorial? For what reasons was it easy? How many of you found it challenging? For what reasons was it challenging?

Suggested Prompt 2: You've tried the tutorial, but's let play the Air Delivery Complete game you saw before you started the tutorial. Playing this game will show you know Air Delivery works so you can think about what you could change about objects and actions.

Suggested Prompt 3: Let's play the Air Delivery game.

Do:

- Toggle to Air Delivery Complete
- Time three minutes for the students to play the Air Delivery Complete game

Suggested Prompt 4: Raise your hand if you found the game you created looks the same as the game you just played. Raise your hand if you found your game looks different. Whether your game looks the same or it looks different, you may want to change some things.

Think-Pair-Share (5 min)

Display: Slide 18: *If you could change anything...*



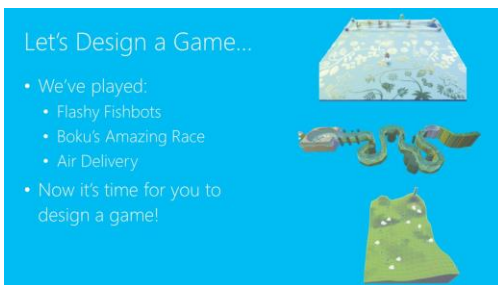
Objective: Questions for students to consider

Suggested Prompt 1: If you could change anything about the appearance of the objects or characters, what would it be?

Suggested Prompt 2: If you could change anything about the actions, what would it be?

Collaborative Game Design (15 min)

Display: Slide 19: *Let's Design a Game...*



Objective: Reminds students of the three games they have played to prepare them to create their own game.

Suggested Prompt 1: During camp so far, we played three games. Who can recall the three games we've played?

Suggested Prompt 2: We've played Flashy Fishbots, Boku's Amazing Race and Air Delivery. Now it's time for you to design a game!

Suggested Prompt 3: You'll work with a partner to come up with ideas for changing one of the games. Are you ready to pick a partner? When I say "go", you'll have 15 seconds to pick a partner for this activity. Ready? Go.

Do: Be sure to pair any younger student who may have less reading ability with an older student

Display: Slide 20: Game Changer... Six Steps



Objective: Outlines the six steps to follow to complete the Game Changer activity

Suggested Prompt 1: Now that you have partner, let's look at how you'll work together to design one game. The six steps you'll follow are in your Student Workbook as well as up here on the screen. As a team, follow along and I will explain each step as part of the Game Changer activity.

Do: Conduct Activity **Game Changer**

- Direct students to **pages 12-16** in Student Workbook
- Read Game Changer **Directions** and **Activity checklist**

1. Start with one of the games you've created. **Pick one game** you want to change.

- Flashy Fishbots
- Boku's Amazing Race
- Air Delivery

2. **Sketch** out your idea for changing the game onto the **image** of the game you want to change.

3. **Prepare** to present your game idea. These are the things you will want to tell everyone about your game! Jot down the things you will tell everyone:

- What **game** did you pick?
- Does your sketch show your ideas for changing the game?
- What is the **goal** of your game?
- How will you **change the appearance** of the Objects?
- What Objects will you **add**?
- What do you want your Objects to **do**?

4. **Present** your game idea!

Tell everyone the **game** you picked.

Show your ideas. Use your sketch and point out your ideas for changing the game.

Tell everyone the **goal** of your game.

Tell everyone how you will **change the appearance** of the Objects.

Tell everyone the Objects will you **add**.

Tell everyone what you want the Objects to **do**.

5. Ask the group for feedback. Jot down the feedback you get.

- Does anyone have an idea about the objects in my game?
- Does anyone have an idea about the actions in my game?

6. Tweak your game design.

- What is one easy thing you can do to make your game more fun or interesting?
- What is the second thing you would like to add?
- What is one more thing you could change?

Suggested Prompt 2: You'll need your Student Workbook and a pen/pencil to complete this exercise. When I say "go" you'll have 10 minutes to complete Steps 1, 2 and 3 in your Student Workbook. You will pick one game you want to design, sketch an image and prepare your presentation. Remember to work with your partner to complete Steps 1, 2 and 3. Ready? Go.

Do: Conduct Activity **Game Changer; Steps 1, 2 and 3**

- Direct students to **pages 12-15** in Student Workbook
- Time 10 minutes to complete Steps 1, 2 and 3

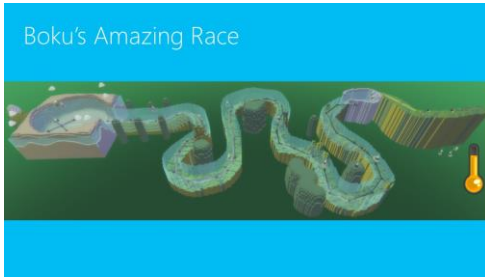
Group Presentations (15 min)

Display: Slide 21: *Flashy Fishbots (game image)*



Objective: Toggle to the Flashy Fishbots image if the team presenting picked Flashy Fishbots

Display Slide 22: *Boku's Amazing Race (game image)*



Objective: Toggle to Boku's Amazing Race image if the team presenting picked Boku's Amazing Race

Display Slide 23: *Air Delivery* (game image)



Objective: Toggle to Air Delivery image if the team presenting picked Air Delivery

Suggested Prompt 1: Now that you've completed Steps 1, 2 and 3, you have successfully picked a game sketched ideas for changing the game and you have prepared things tell everyone about your game design.

Suggested Prompt 2: Your next exercise is to complete Step 4 and Step 5, You will present your game changing ideas to the group and you will ask feedback from the group.

Suggested Prompt 3: Each team will have 90 seconds to present their game changing idea. Follow Step 4 in your Student Workbook to present your ideas.

Suggested Prompt 4: Immediately after your presentation, follow Step 5 in your Student Workbook to ask for feedback from the group. When you ask for feedback, you may hear game changing ideas that you may not have thought of! Jot the feedback into your Student Workbook so you can consider it when it comes time to tweak your game.

Suggested Prompt 5: When it is time for your team to present, I will display a large image of the game you picked, so you can use the image to point out your game-changing ideas.

Do: Conduct Activity **Game Changer; Steps 4 and 5**

- Direct students to **pages 15-16** in Student Workbook
- Toggle among slides Flash Fishbots, Boku's Amazing Race and Air Delivery
- Display the slide image corresponding to game picked
- Time 90 seconds for each presentation exercise

Suggested Prompt 6: You will need your Student Workbook and a pen or pencil to complete this exercise. Each team will have 90 seconds to present their game-changing ideas, followed by some time to ask for feedback. I'm going to ask for a team to volunteer to go first. I'll continue to ask for volunteers until every team has had a chance to present their game-changing ideas. What team would like to go first?

Design Tweaking (5 min)

Display: Slide 24: Design Tweaking



Objective: Determine three ways to tweak your game design

Suggested Prompt 1: Thank you to everyone for such great collaboration. Now that you've completed Steps 4 and 5, you've successfully presented your game-changing ideas and have listened to feedback from the group.

Suggested Prompt 2: Your final exercise in the Activity Game Changer, is to complete Step 6. It's time to decide how you want to tweak your game design.

Do: Conduct Activity **Game Changer; Step 6**

- Direct Students to **page 16** in Student Workbook
- Time five minutes to complete Step 6

Suggested Prompt 3: You'll find additional game changing resources in the back of your Student Workbook. Use these resources to inspire new ideas to tweak your game design, anytime.

Section 5: Wrap Up (10 minutes)

Closure (5 min)

Display: Slide 25: *Review*



Objective: Review Session 2

Suggested Prompt 1: To wrap up, I'd like to hear what you thought about Session 2.

- What new things did you learn about the character menus?
- What new things did you learn about the When...Do... form?
- What cool ideas did you get from others that you're going to use in your game?

Do: Although all questions are on the slide, ask each question one at a time and solicit responses to each question before moving on to the next one

Suggested Prompt 2: Here are a couple of other reminders before the next session:

- You can re-do any of today's tutorials on your own devices.
- Just use the links and instructions from your Student Workbook.

Display: Slide 26: *Questions*

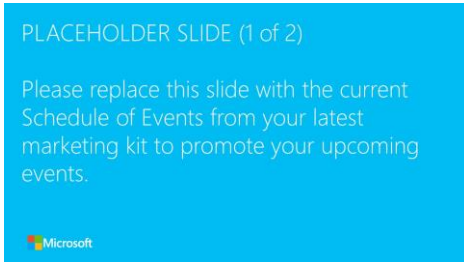


Objective: Opportunity for students and parents and/or guardians to ask questions

Suggested Prompt 1: What questions do you have about anything we've covered in today's session?

Thank You (5 min)

Display: Slide 27: *Schedule of Events Placeholder Slide*



Objective: Please replace this slide with the current Schedule of Events to promote your upcoming events.

Suggested Prompt 1: Let's quickly review some upcoming events that may be of interest and you might like to make sure you have a spot registered.

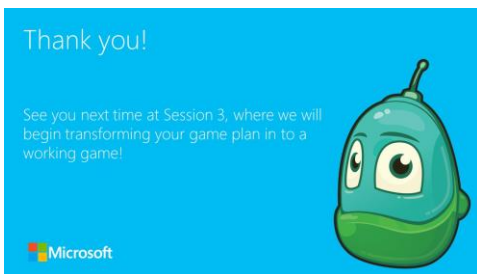
Display: Slide 28: *Additional Marketing Placeholder Slide*



Objective: Please replace this slide with slides from your latest Marketing Kit to promote upcoming sessions or events. Choose ones that are most appropriate for this audience.

Suggested Prompt 1: *Personalize this prompt to align with selected marketing material.*

Display: Slide 29: *Thank you*



Objective: Wrap up and thank students and parents and/or guardians for attending.

Suggested Prompt 1: It's been my pleasure to work with you all today. Thank you for attending. I look forward to seeing you in Session 3, where we'll begin transforming your game plan into a working game using the techniques you learned in Sessions 1 & 2. Please turn in your Student Workbooks and your Device so we make sure you have them for the next session. I promise to keep them safe and return them to you at the beginning of Session 3. You'll get to keep your Workbook at the last session, so be sure to come to all the sessions.

Suggestion Prompt 2: Remember to bring your earbuds back with you for each day of camp.

Do:

- Keep the collected Student Workbooks in a safe place to access for Session 3
- Follow usual procedures to clean up the workshop area

Suggested Prompt 3: See you next time!