

Kodu Makerspace

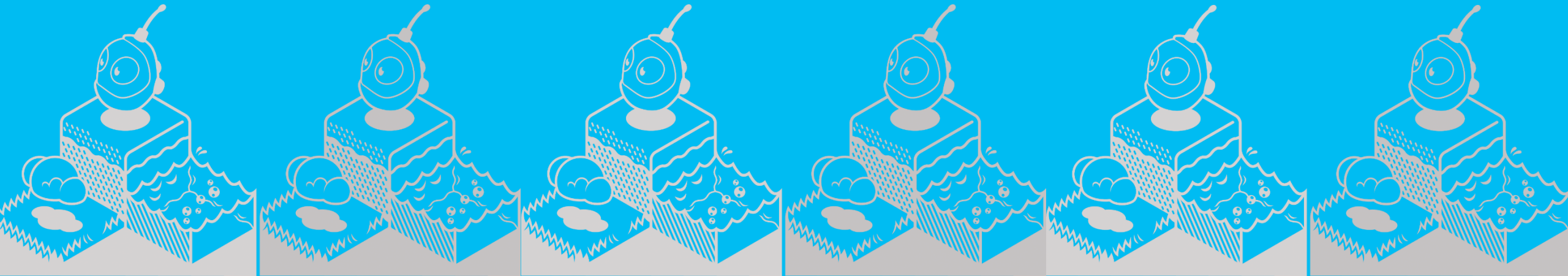
Learn to make your own games!

Lesson 6



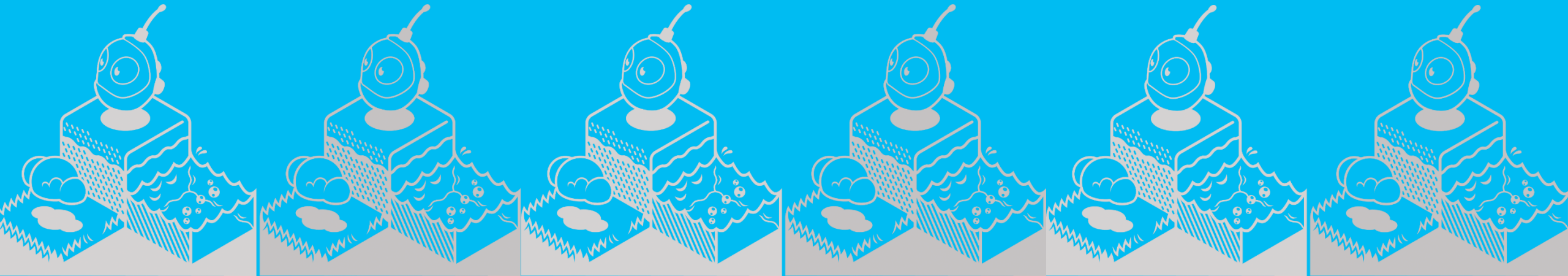
Questions we'll answer:

- What cool ideas can we get from others to improve our games?
- How is a First Draft Show and Tell valuable?



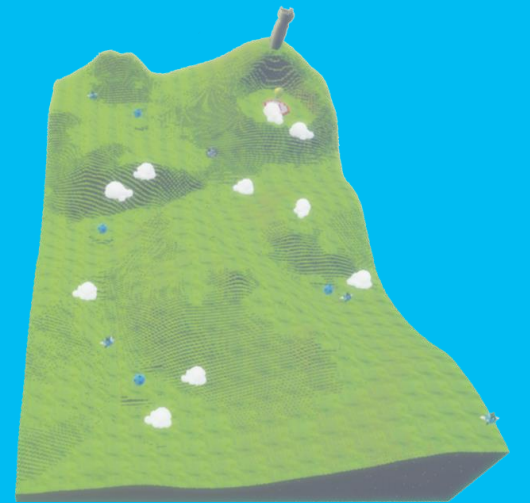
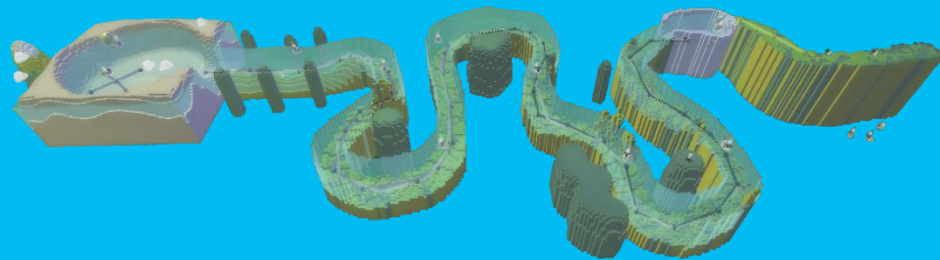
First Draft Show and Tell activity checklist

- The goal of our game is...
- The elements in the plan that were completed...
- The two ideas we liked the most are...
- One problem we encountered that we may need additional help with is...



It's your turn: Show and Tell

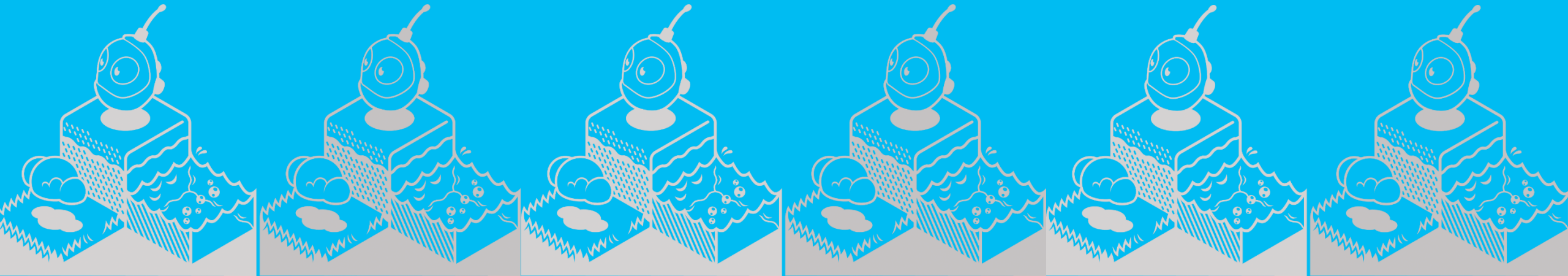
- Decide who is the Driver and Map Reader
- Work as a team to present your game



Wows, Wonders and Wants feedback

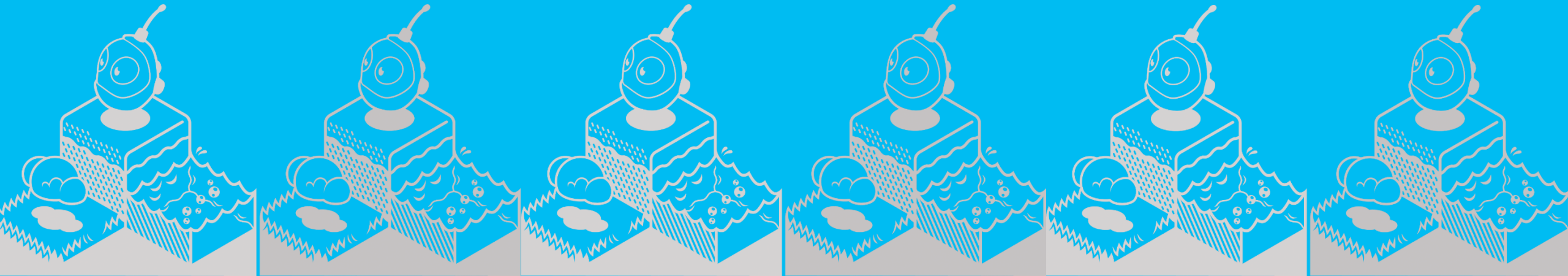
“ WOW, _____ was a cool idea”.

- I WONDER if _____ would improve the game”.
- I WANT to help by _____”.



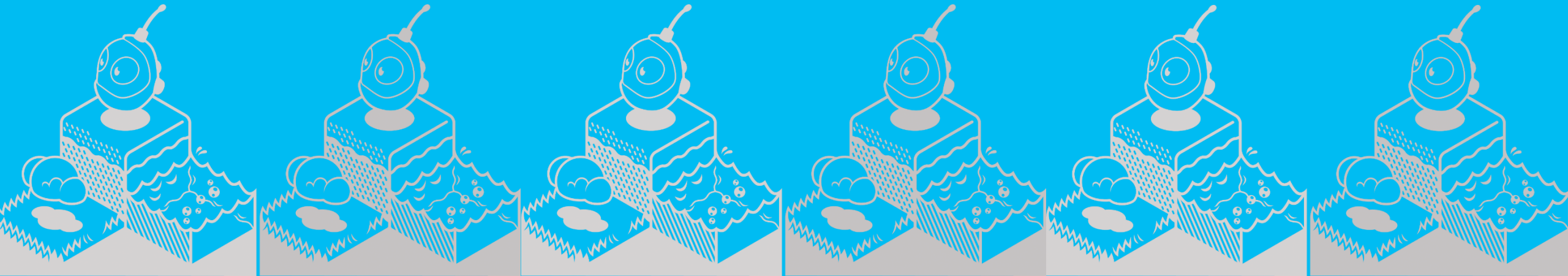
Consider Feedback

- What ideas did you like?
- What ideas are possible to include in the time left to work?
- What idea is your number one priority?



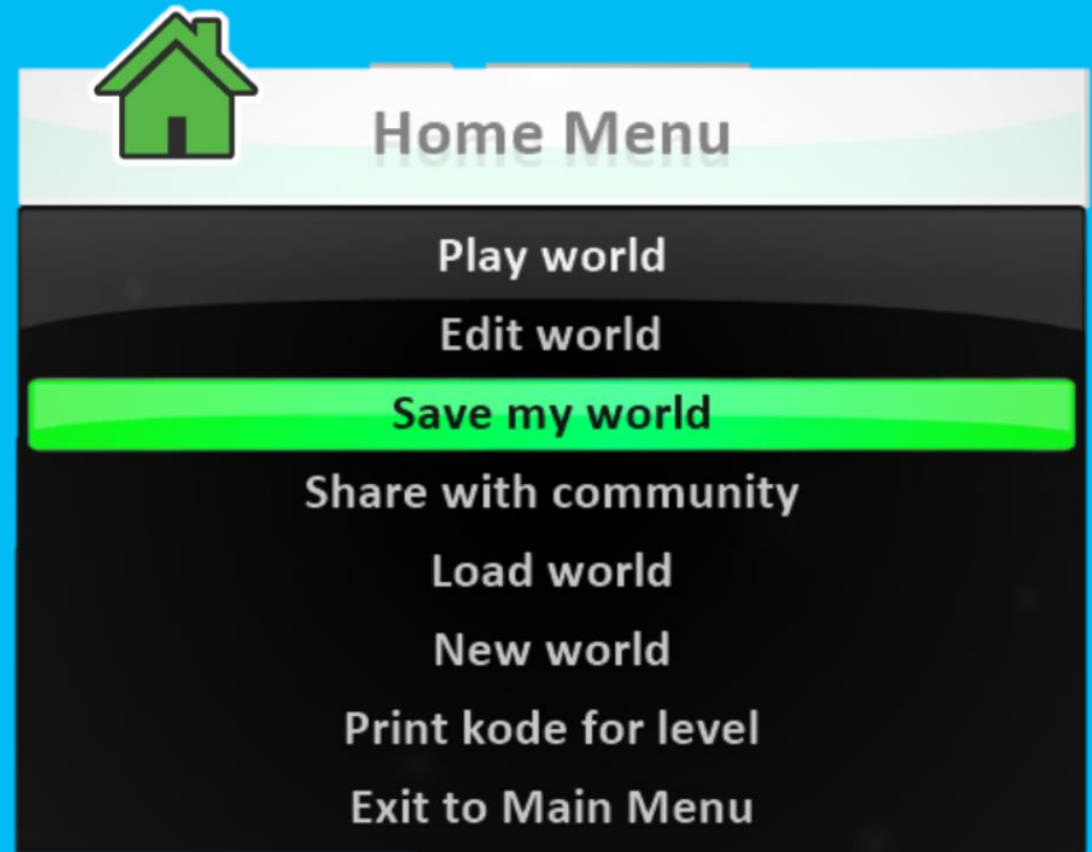
Seeking experts

- Do you want to give help?
- Do you want to get help?
- Make changes to your game



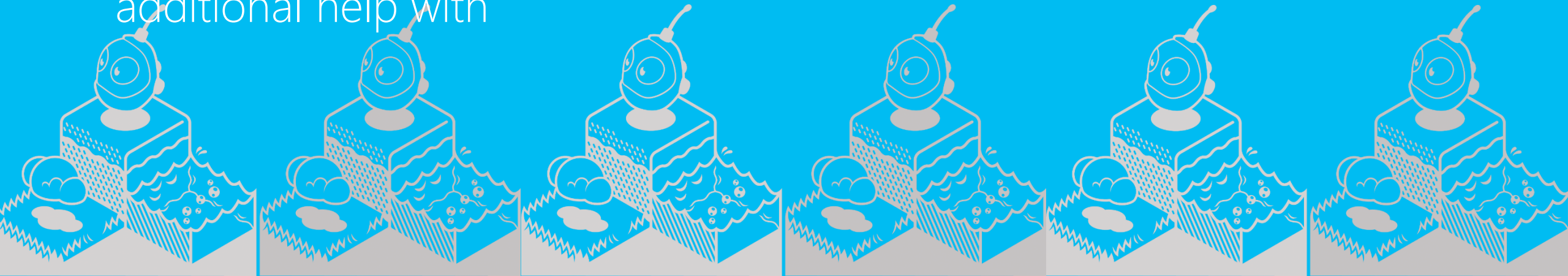
Tweak your game design

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
5. Add your initials to the end of the game's name
6. Revise the Description
7. Click Save



Next steps

- Check off the elements that were completed
- Circle the element that will be your next step when you return for the next lesson
- List one problem you encountered that you may need additional help with



Thank you!

See you next time!

