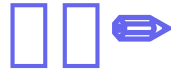


MAKE A PHYSICAL GAME

YEARS 1-10
TEAMS OF 3 - 30



WHAT YOU NEED FOR THIS ACTIVITY



- A space to set up
- Paper to write rules
- Pens and felts to do the Canvas
- 1 X Physical Game design canvas per group
- 1 X Beginners values sheet per group
- 1 X Example Physical game design canvas per group

You could also use...

- Cones; Buckets
- Cardboard Boxes
- Rope; Skipping rope; Hoops; Balls; Frisbees; Balloons
- Chalk
- Anything else you can imagine!

A FEW SIMPLE STEPS

It is as easy as 1, 2, 3!

WHAT WE WILL COVER

- Game purpose - Deciding on the name, what value it's based on.
- The Rules - What can you do or not do!
- Layout - how do you set it up? What do you need?
- Testing - Playing it and changing it to make it better!

INSTRUCTIONS:

Using your physical game design canvas fill out
the following...

Game purpose - what value is it based on?

What value do you want your game to teach us?

Look at the **Beginners values sheet worksheet** and choose a value you would like to have at the heart of your game. Choose from things like Teamwork, Kotahitanga & Māopoopo.

Choose a name for your game that reflects your value.

How do you play? The Rules - What can you do or not do!

It is now time to design how to play your game. How do people play your game? What are the aims? How do they win or lose?

Write down the rules to your game clearly in a list.

Layout - how do you set it up?

What do you need?

Grab a pen and paper and plot out what the game will physically look like. Draw a map of your game so someone could set it up

Gear

Write a list of the things you will need to make your game. Does it need cones? A Ball? How many?

Write a list of the things you need to set up your game

Testing - Playing it and changing it to make it better!

Set up your game and have your classmates play it with you.

Add in new bits and change it to make it even better. Make sure you write down the changes so you remember them for next time!

Sharing - Get other people to play your game!

Take photos, write a story or how ever you can share your game so others can play it.

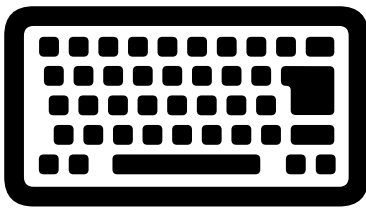
Upload photos of your game canvas and pictures of your game to www.omgtech.co.nz/gamedesignresults

Share on Social Media with the Hash Tag #techweek19, #omgtechgamedesign and #OMGTech



THE EDUCATIONAL BIT

Kids love games. They can spend endless hours creating them with friends. One of the best ways to get young learners excited about education is to surprise them with outdoor games and activities but explore how students can develop science, maths, and even interpersonal skills through playing games

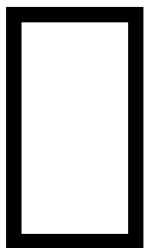


Digital Technologies Curriculum - Designing And Developing Digital Outcomes

Even though this is not an activity completed on a device, you can use it to cover up to Progress outcome 2 in the Designing and Developing Digital Outcomes strand.

As we are starting the basis of this in ethics and values, you can ground the lesson in how these ethics and values impact humans and society. You can help them to consider how this impacts on humans today, and how these may change over time.

Specifically, the game is meant to somehow convey these values to their audience, you can help them to consider what that means, and how that will impact their gamers over time.



Digital Technologies Curriculum - Computational Thinking

Even though this is not an activity completed on a device, you can use it to cover up to Progress outcome 1 & 2 in the Computational Thinking strand.

Your learners will practice decomposition; Computational thinking; and Debugging

See OMGTech! Rubric Board game design.

INSPIRATION

Example: Pick Up Your Rubbish!!! Game

Game purpose - what value is it based on?

Kaitiakitanga

The Rules - What can you do or not do!

1. You must work in a teams of 3
2. You have 5 minutes
3. You must pick up as much rubbish as you can find in the playground in 5 minutes
4. The team that picks up the most individual bits of rubbish win

Layout - how do you set it up?

What do you need?

- Start/ finish line
- Rubbish bins or bags
- Clock or watch for timer
- Someone to be timekeeper
- Bell to ring for times up
- Someone to be the counter and judge



More Inspiration

You can find many outdoor example games online to give as examples. Some of our favorites can be found here:

<https://www.r2r.org.nz/games-activities-maori-youth.html>

or here

<https://nz.education.com/activity/outdoor/>