

My first game: hero, dodge, collect

30 minutes · Ages 3 to 5 · Design a game · Free to print and share

Goal

Children choose a hero, something to dodge and something to collect, and play their game.

Vocabulary

- hero
- dodge
- collect
- win

Materials

- Paper path board (draw a winding road)
- Toy or coin as the hero
- Die
- Optional: one tablet per child or pair

Warm-up (5 minutes)

Play a quick round of tag. Ask: "What did you dodge? How did you win?"

Activity

1. Each child picks a hero (an animal or toy) and says what it dodges and what it collects.
2. Draw dodges and goodies on the paper path. Roll the die to move: landing on a goodie scores, a dodge sends you back.
3. Play in small groups.
4. Optional: in the free Basic builder, children pick the same hero, world, dodge and goodie and play it on screen. No typing needed.

Talk about it

- What made your game fun?
- What would you change?

Check for understanding

Each child can name their hero, what it dodges and what it collects.

No devices?

The paper path game is the full lesson; the builder is optional.

Going further

Optional: the teacher can send finished games to the arcade and choose how each child is credited (first name, initial, nickname or none). A person reviews every game before it goes live.

Safety: students never type names, schools or other personal details into any tool. kidsgamearcade.com/schools · © 2026 SOEngineered LLC.
Free to print and share for teaching; not for resale.