

Design, play, improve

45 minutes · Ages 6 to 8 · Design a game · Free to print and share

Goal

Students design a game with a goal, obstacles and rewards, test it on a partner and improve one thing.

Vocabulary

- goal
- obstacle
- reward
- rule
- test
- improve

Materials

- Game design sheet: hero, goal, obstacles, rewards, how it moves, how to win
- Devices with a web browser (one per student or pair), or paper and dice

Warm-up (5 minutes)

Ask: "What's your favourite game? What makes it hard? What do you collect?" List goals, obstacles and rewards on the board.

Activity

1. Students fill in the design sheet.
2. Build it: in the free Basic builder (three steps: hero, world, how it plays) or as a paper board game.
3. Play-test: a partner plays while the designer watches silently and notes where they get stuck or bored.
4. Ask the tester: "Most fun part? Most confusing part? Too hard or too easy?"
5. Change one thing and test again.

Talk about it

- What did you change after testing, and why?
- How do real game designers know if a game is fun?

Check for understanding

The design sheet is complete, and the student can explain one change they made after testing.

No devices?

Use a paper board, a die and counters instead of devices.

Going further

Optional: the teacher sends the best games to the arcade (no student accounts; a person reviews every game before it goes live).