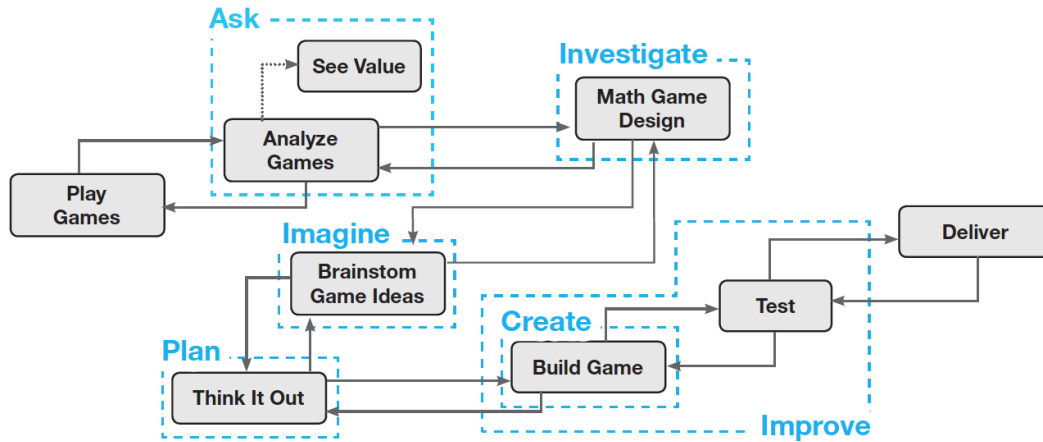


# Become a Game Designer!

Game based learning such an impactful way to help students develop content and connections. Join us at the Game-A-Thon table and become a game designer.

*Game Designers go through several steps to create games. Follow these steps to create a math game of your own! Have fun creating!*



## Task #1 Ask

- Brainstorm a list of reasons why you play games. Think about: Why is the purpose of playing games? What games do you like? Why? What games do you not like? Why?

## Task #2 Investigate

- Think about the things that make up a good game.

## Task #3 Imagine

- Begin to think about the kind of game that you can make. What interesting math problem could you solve or what math concepts can be practiced in your game? What ideas will you use from games that you like to help make your game?

## Task #4 Plan

- Think about what you know about the math concept you are using? Use the blue print to help you plan your game. Sketch a picture of your game on a blank piece of paper.

## Task #5 Create

- Review your blue print. What materials will you need for your game?
- Have fun building your game!

## Task #6 Improve

- Once your game is complete try it out! If you want to, invite people at your table to try your game as well.
- Once you have played it feel free to make any improvements that you wish.

## Task #7 Share

- Share your game.