

**PHELPS CENTER FOR GIFTED EDUCATION**  
**WINGS 2<sup>nd</sup> Grade**  
**Board Game Design-- Spring 2020**

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The Game Design major unit is designed to familiarize students with the process of game design and give them the tools they will need to produce an original, engaging board game. This unit will also allow students to apply their learning from Thinking Skills and Affective Education at WINGS. Major Unit includes 90-120 minutes of lessons and activities each week.

**Unit Essential Question:** How can I design a cohesive, engaging board game?

**Supporting Essential Questions:**

How can I use my interests to inspire a game?

What is the process of developing and publishing a board game?

How can I use peer feedback to revise and edit my game?

**Objectives:**

Students will develop an understanding of the game design process.

Students will create an original, engaging game which peers can play.

Students will practice accepting and revising their games based on constructive feedback.

Students will write instructions to games which are clear and concise.

**Experiences:**

- Researching different game styles through playing a variety of games
- Work in a team to create a cohesive, engaging final project
- Develop and publish an original game

| <b>Week</b> | <b>Objective</b>                                       |
|-------------|--------------------------------------------------------|
| <b>1</b>    | Introduction to game design, Research game types       |
| <b>2</b>    | Planning the Game-- Choosing a Theme                   |
| <b>3</b>    | Tips for Designing a Game-- What does every game need? |
| <b>4</b>    | Designing the Board, Pieces, and Instructions          |
| <b>5-7</b>  | Create, Test, Feedback, Make Revisions                 |
| <b>8</b>    | Publish Game and Peer Reviews                          |

\*The weekly schedule is subject to change.

<https://wings2nd.wixsite.com/wings2ndgrade>