

# Game in a Bag

Think outside the bag! In this activity kids will use their creativity to design their very own game. The name and design are all up to them, but they need to keep in mind the key game components. Kids can even create a fun plot line to add to the characters.

## How To

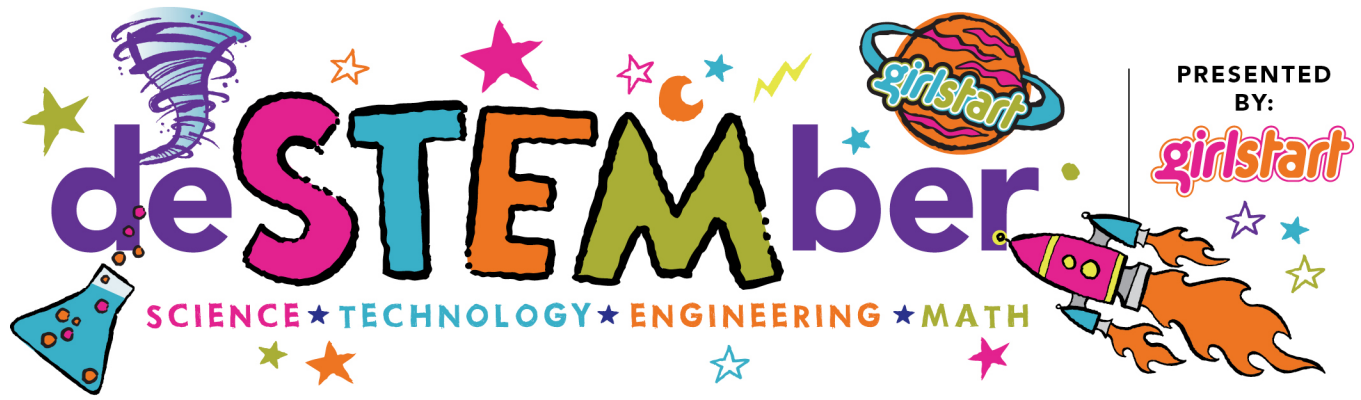
Discuss the components that make up a game. Review the definitions of each game component.

- **Rules** – you need rules so that the game isn't too crazy and chaotic
- **Goal/purpose** – there will be something that you are working towards in the game
- **Challenge** – there are obstacles, enemies, etc. that make it more difficult to accomplish your goal, this makes the game fun and exciting! Remember, you don't want the game to be impossible because then it becomes boring if you can never reach your goal.
- **Characters/Agents** – the different people, animals, things, etc. in the game
- **Setting** – the virtual world where the game takes place, this can be simple or complex
- **Fictitious** – a game is not real, so it can be as fantastical as you want to make it

### Materials:

- 2-6 pieces of candy
- 4 Rubber bands
- Dice
- Dixie cup
- Pencil
- Plastic jewels
- Post-it notes
- Poster board
- Markers

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## How To Continued...

In each bag you will find various materials, your job is to create a game with these materials.

You will need to:

- Name your game
- Create a goal/purpose for your game
- What is the challenge?
- What is the setting?
- What are the characters and what are their rules?
- List the rules in the game
- Be sure that you create attributes and parameters for your characters.

## Why Does it Work?

When the kids are finished designing their game, have them explain the rules and start to play! Decide if the challenge or goal is too difficult or easy. From that you can adjust and revise your game to make it even better. Take turns playing all the kids games.

## Career Connection:

Game Designers and Game Developers use computer programming knowledge to program the components of a game. They may use their own digital art or employ digital designers to create the setting and characters of a game. They often work in teams and work through a 'design process' that involves storyboards, drafting, problem solving, and redesigning to improve their work.

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