



Camp Quest North

TRY IT AT HOME: Create Your Own Game

Objectives

Kids will explore how games are created by using a standard process to come up with their own! They can choose to create a parody of an existing game or create a completely new one all of their own.

Principle of Humanism Supported by Lesson

- ★ *We are committed to the arts as a form of human expression.*
- ★ *We strive to experience life and develop as individuals.*

Materials Needed

Materials will differ based on what kind of game the kids choose to make. Some may need little to no supplies, while others may require lots of supplies to make a game board, pieces, etc.

Differentiation for Age Groups

Primarily geared towards middle-aged (ages 11-13) campers.

Youngest (ages 8-11): may require adult assistance

Middle (Ages 11-13): can be done as an individual activity

Oldest (Ages 14-17): can be done as an individual activity

Activity Instructions

1. The first step is to come up with the goal of the game – for example, Monopoly has the goal of trying to make the most money, tag has the goal of trying to avoid being ‘it’ – decide what you want the outcome of your game to be.

2. Next, think of what rules could produce this outcome – think about how many players are needed, what players do on each turn, what would make the game more challenging, what would make the game run more smoothly, etc.
3. Think about what format you want your game to be – it is an active, outside game, or a sit-down, board game type experience?
4. Gather any supplies you need – do you need a gameboard and game pieces, hula hoops or strings, markers and paper?
5. Create a gameboard or design a playing space that dictates where and how players will play the game – this could be designating an open area to play in, creating a board and pieces that is played on a table, or creating a game that could be played anywhere.
6. Create a guide to the game – list how to set it up, what the rules are, any variations based on numbers of players, and anything else you could think of that someone playing your game would need to know.
7. Test it out! Have others play it to find where rough spots are and figure out what you need to fix.
8. Make any final adjustments, and you have a game!

Exploration

- Try creating a game that can be played anywhere – what aspects need to be different from traditional board games?
- Try making a parody of a game you already play – can you customize monopoly to be places from camp?

Discussion

1. Why is it important to establish rules when playing a game?
2. What is a part of games you don't normally think about when you play one, but was very important when making one?
3. What was the most difficult part about making your own game? Why?