Learning by Designing

• If you want to learn something well, teach it!
• Teaching is but one form of designing
• Design activities take time!
• The challenge is to find design activities that students find authentic and compelling
• Our research shows that game design is an excellent strategy for students as young as fourth grade

Instructions vs Constructionist

- Teacher finds existing PPT templates and inserts his/her own content (Jeopardy, Who Wants to Be a Millionaire, etc.)
- Teacher makes an original PPT game
- Teacher adapts another teacher’s PPT game
- Students create their own!
Prepping students for a constructionist experience

1. Students play an existing PPT game
2. As a class project, students modify an existing PPT game
3. Students create their own PPT game in teams

Structure of a PPT Game

- Game Fantasy
  - Where will the game take place?
  - Give your game a title.
  - Write a story for your game.
- Game Objects
  - What/who are the game characters and game objects?
- Game Goal
  - How does someone win the game?
  - Will anything special happen when someone wins or loses?
- Game Rules
  - What are the 2 or 3 most important rules of the game?
- Game Directions
  - The goal of the game is to...
  - To play the game you have to...
  - To win the game you have to...
- Artwork
KID DESIGNER Approach

1. Students start by writing stories that are…
   - Interesting
   - Creative
   - Involve putting school knowledge to use
2. Design teams form around the best stories
   - Identifying individual roles
3. Initial design
   - Must be educational
4. Design/development cycle
   - Academic standards
   - Social negotiation
5. Game day!

Share the best class games on the…

http://it.coe.uga.edu/wwild/