Kodu Makerspace
Learn to make your own games!

Lesson Plan 7 – Open-ended Developer Experience, part 2

Topic Description

In this lesson, students will finalize their games by incorporating ideas from the feedback session and adding directions for the user.

Objectives

Students will be able to:

- Finalize their game
- Write user directions

Materials and Preparation Required

- Access to the Internet and Kodu Game Lab: http://www.kodugamelab.com
- Computing device with screen display for teacher
- Computing devices with keyboards for students
- Flashy Fishbots (completed working game): http://aka.ms/flashyfishbots
- Boku's Amazing Race: http://aka.ms/amazingrace
- Air Delivery Tutorial: http://aka.ms/airdelivery
- Air Delivery Complete: http://aka.ms/airdeliverycomplete
- Student Guide: **Student_Guide_Kodu_Makerspace.docx**
- PowerPoint Presentation to deliver the lesson: **7_Slides_Kodu_Makerspace.pptx**
- Dry run the PowerPoint Presentation in Slide Show mode to enable animations and be familiar with any on-click animations
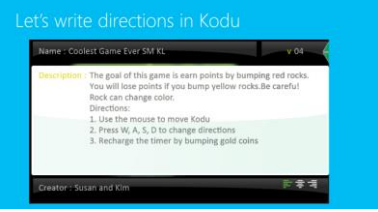- Headphones for students (recommended)

Outline of the Lesson

- Heading for the Finish Line
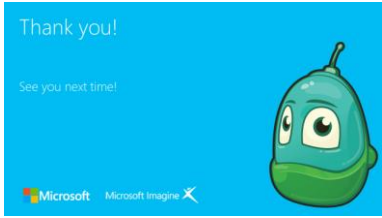- The Final Production Stage
- Writing Directions
- Wrap up

Student Activities
- Complete their creative game
- Write directions for the user

Teaching/Learning Strategies

Strategy	PPT Image
Heading for the Finish Line (5 min) Introduce the seventh lesson *Open-ended Developer Experience, part 2* by sharing the Big Questions. Display slide 2 for questions. • What advantages are there in working with a partner to create a game? • Why is testing an important step in creating games? • What characteristics make game directions useful? Set students on the path of finishing their game. Before they begin working on their game, instruct them to look at their plans to remember their priorities: • Emphasize the importance of having a working game that they like over trying to put too many things into it at the last minute • Tell them that they will be displaying their game in a Gallery Walk to the classmates in the next class lesson **Plan ahead**: If possible, invite other teachers and parents to the Gallery Walk in the next lesson.	Slide 1 Slide 2
The Final Production Stage (25 min) Display Slide 3. Instruct students to: • Open the world they are working on • Continue with the driver and map reader process of working on the game. Monitor team role switching about every 4 minutes and assist as needed. Encourage students to share ideas with their neighbors and to help each other.	Slide 3

Strategy	PPT Image
Writing Directions (15 min) It is important for students to be able to communicate the directions for their game to the user. Instruct students to play the game for 5 minutes and jot down things a user has to know. • Refer students to page 24 in the Student Guide • Display slide 4 to guide students to plan the directions for their game • Show the image of the game directions Lead students to notice that: • the description includes a goal • the directions are listed "in order" • the directions are "short and sweet" When they are ready, demonstrate these steps for saving their game with directions to the user, if necessary. Display slide 5. Most will be familiar from earlier lessons. • Open game • Click Home button • Click Save my world • Add 1 to the version number • Change the game name as desired • Add your initials to the name • Revise the Description • Add directions below the description • Click Save Directions must be short phrases.	Slide 4 Slide 5
Wrap up (5 min) Describe a Gallery Walk as an opportunity to move throughout the room to try games created by their peers. Display slide 6. Set the Gallery Walk in the context of visiting a museum or art gallery. Museum attendees generally walk through the	Slide 6

Strategy	PPT Image
exhibits in an orderly fashion along a path that ensures they will see every exhibits. Remind them that other teachers, etc. will be attending the Gallery Walk, if that is the case. Display slide 7. Think-pair-share: - Why are you looking forward to the Gallery Walk? - What do you think is important about hosting a Gallery Walk in our classroom? The goal is for them to identify the opportunity to proudly show case their work and to identify general manners and procedures when hosting guests.	Slide 7 Showcase your work 1. Why are looking forward to the Gallery Walk? 2. What do you think is important about hosting a Gallery Walk in our classroom? Slide 8 Thank you! See you next time! Microsoft Microsoft Imagine

Extensions

Encourage students to try examine more worlds in Kodu Game Lab and keep a record of the coding techniques they observed so that they can find the examples again when they are ready to create another game.

Tips

It can be stressful for students to showcase their work to other teachers and parents. Establish the procedures for circling the room and leaving comments to the creators prior to the walk to ensure a smooth event.

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