

LESSON 13

Arcade Build Battles

60 minutes

Game Design Studio

WHAT THIS LESSON DOES

Guide students through a series of timed coding challenges using Arcade. Start with an introduction, then facilitate a 15-minute build battle, a 5-minute project, and a 1-minute character design task, allowing time for sharing and submissions.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop and apply coding skills to create an Arcade project within a specified time limit.
- Design and create a unique character in Arcade within a one-minute timeframe.
- Enhance project management skills by adhering to strict time constraints during project development.
- Improve communication skills by sharing and presenting created projects to peers.
- Cultivate a competitive spirit and teamwork through participation in build battles.

BEFORE THE LESSON

- Open and test Arcade on your own device and confirm pupils can log in and reach the editor before the first timer starts.
- Have a device ready for each pupil and check the classroom projector or large screen works for the sharing rounds.
- Have a visible timer ready on the board so everyone can see the countdown for each round.

Arcade Build Battles

HOW THE LESSON RUNS

Introduction

15 minute build battle

5 minute build battle

1 minute build battle

TEACHING MOVES

- 1. Introduction. Set the tone as a friendly contest. Explain there are three rounds, each shorter than the last, and that everyone shares at the end of each round before a winner is chosen.
- 2. 15 minute build battle. Start the timer where everyone can see it and call out the halfway point. Remind pupils that finishing something simple beats an unfinished ambitious project, then hold a firm two-minute share.
- 3. 5 minute build battle. Give the theme clearly before starting the clock. With only five minutes, push pupils to pick one small idea fast rather than plan, then run the two-minute share again.
- 4. 1 minute build battle. Stress that this round is design only, no code. One minute is meant to feel frantic and fun, so celebrate quick creativity and let a few pupils show their character.

WHAT TO WATCH FOR

- Pupils try to build something too big for the time and end up with nothing to share. Before each round, prompt them to name one small thing they will finish. Model shrinking an idea down to something achievable in the time.
- Pupils think a project is saved simply by building it, and lose work when the timer ends. Remind them clearly to submit their project at the end of each round and check a few screens to confirm it has gone through.

DIFFERENTIATION

- Emerging: Pair a pupil who is slow to start with a partner for the first round so they see how to begin quickly. Suggest they reuse a character or block arrangement they are already comfortable with rather than starting from scratch.
- Developing: Prompt them to set their own mini goal at the start of each round so they work with purpose rather than tinkering.
- Proficient: Challenge them to add one working feature the shorter rounds usually rule out, or to explain their sequence back to you during the share.