

Game Lab

60 minutes

Introduction to Game Design

WHAT THIS LESSON DOES

As the teacher, guide students through brainstorming and creating MakeCode Arcade projects. Introduce the activity, form small groups, facilitate brainstorming, oversee idea presentations with feedback, support project creation, and organise a celebratory 'Show and Tell' session.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop and articulate original ideas for a simple MakeCode Arcade project.
- Collaborate effectively in small groups to brainstorm and refine project ideas.
- Present project ideas clearly and constructively, incorporating feedback from peers and teachers.
- Apply basic MakeCode Arcade blocks to create a simple game or interactive project.
- Reflect on the process of project creation, identifying learning points and areas for improvement.

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HOW THE LESSON RUNS	
	Introduce the lesson
	Forming Groups
	Brainstorming Session
	Sharing and Feedback Session
	Project Creation
	Show and Tell