

Design a Game Project

To equip students with the understandings of the purpose behind games, target audience, safety and equipment requirements.

- *I can design a game:*
 - *appropriate for the age group I am targeting (age, gender, physical ability).*
 - *that is inclusive of people of various abilities.*
 - *that can be play in more than one type of location.*
 - *using sustainably sourced equipment.*
 - *with clear and appropriate safety guidelines.*
- *I can present my game in a how to play video that explains the game clearly to my target audience.*

The game can be based on any other game you know however cannot be the same game. The game needs to be inclusive, sustainable with its resources, have clear safety guidelines and of course be fun the play.

Also consider can your game be played in different types of locations e.g large or small spaces indoor or outdoor ovals, as well as the flexibility to play with different size groups of people.

To present this project each game developed needs a “how to play_____” video. Make sure all necessary information is in the video.

- You may wish to show physical examples of equipment
- Demonstrate rules of the game on your own or with someone else to give a visual reference.
- Demonstrate the game being played in two different locations at home.
- Examples of what is safe play and what is not.

Assessment:

- Self-Reflection. A written page reflection on your thoughts on the successes and challenges of the task plus how successful where you in achieving the I can statements.
- Peer- Assessed (Fellow senior students). A written page reflection on their thoughts on the successes and challenges of the task plus how successful where you in achieving the I can statements.
- Target Audience reviewed
 - Did you meet their specific needs?