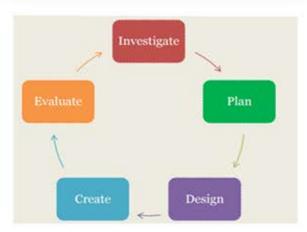


Cardboard Innovation





Aim: Work cooperatively to create a working game using cardboard.

Provocation: Brainstorm a number of indoor games people have enjoyed playing before the invention of computer games. Together view and discuss a classic board game such as Monopoly or one with moving parts such as Hungry Hippo. Talk about what makes a good game. Identify how sometimes a simple idea is the best.

Article and Video Together read through the article, Cardboard Innovation, and watch the first video to learn about Caine's ideas for a cardboard arcade.

Introduce a design cycle. The IBO MYP design cycle is a good example. Talk through the different stages of developing a game.

Video: Watch the second video to see how children around the world began creating and sharing their own cardboard games with Caine.

Work cooperatively: In small groups, students can investigate the type of arcade game to make by researching games of the past and reflecting on the games seen in the two videos.

Activity Sheet: Students can individually plan their ideas for a cardboard arcade game and then share with their group. Together they can select their preferred ideas and be ready to work on their final design on a second sheet including the resources needed and labelling their design to add detail.

Create: Students will need to collect the items needed for their game and begin creating.

Evaluate: The group can enjoy testing their game and evaluating it to see if they can improve the playability of the game.

Share: Groups share their game with others and reflect on both the process and the product.