

# Design and Make a Game



This activity integrates many aspects of the primary school curriculum. Objectives from the Primary School PE, Literacy, Maths, Science and SPHE curriculum can be easily incorporated. Children are asked to collaborate, problem solve, discuss and make decisions on rules to a simple game that they have created. This can be as open-ended as the teacher decides or a set of equipment and materials could be provided to children to help them along the creative path.

## Explore:

- What are our favourite types of games/sports?
- Why do we enjoy them so much?
- What skills could we develop in our game? Will our game be a team/individual game?
- What materials will we need? How long will our game be?
- What parts of the human body will be needed to play this game? What will the health benefits of the game be?

## Design

- Can we draw the layout of our court/pitch/playing area? Can we measure our playing area?
- What is the aim of our game?
- How do you win?
- What are the rules? Can we write simple instructions to the game?



## Make

- What do we need to make any new equipment or can we use existing equipment?
- What do we need to mark out boundaries/scoring areas etc? Who keeps track and how do we keep track of scores/winners etc?
- Children should test out a “prototype” of their game. If there is something not working quite well they should be encouraged to redesign their game with feedback from their peers and teacher/coach.

## Evaluate

- What did we enjoy about our game?
- Are the instructions and rules clear and easy to follow?
- What would we do differently the next time?
- How could we make our game more accessible/more difficult depending on those who are playing it?