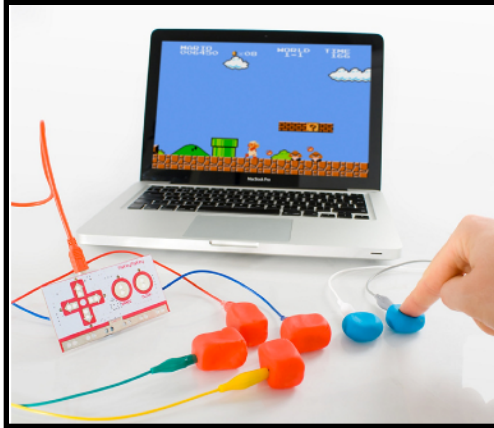


# Electricity Game Creation



Directions:  
Create a basic game using Scratch.

Create a controller to go with your Scratch game using Makey Makey materials.

Planning:  
What will our game be? What is the player trying to accomplish?

Everyone designs a game in scratch, everyone plans the design of a controller for their game.

Groups of 4 get together. Students review the four options in their group and write 1 or 2 sentences about why their game is the best for a grade one player. Teacher decides on the game the group will work with. The group works on the controllers and tweaking the game in the next week. The one with the most potential for the specific assignment.

On the day of the Grade One carnival you will be partnered with a Grade One student. You will then help them as they complete the games. It is important that you show them how the game works and help them add up their points.

# Designing Your Game

**How can we glorify God by creating an engaging game that brings joy to its players?**

What is the name of your game?

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What is the goal of your game? (Provide a description)

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How will points be scored in your game?

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Provide a sketch of your game:



# Building Your Game

**Building quality products is a process. Try to take some chances as you build. Try something new. Fail. Make mistakes. Learn!**

What challenges have you encountered in your building?

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

What is something new that you put in this project that you have never tried before?

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What part of your game would others see as excellent?

(Does your character move around in an incredible way? Is the design of your game very tight and everything runs super smoothy? Etc.)

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Your game is now done. How do you think it is better than others in your group?

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# Planning Your Controller

It is now time to build a controller! It is important that we do a little bit of planning first.

What materials do you want your buttons to be made out of?

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Why would this make a good material?

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How will your controller add to the enjoyment of your game?

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Provide a sketch of your game:



# Planning Your Controller

What challenges have you encountered while building your controller?

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

What is something that was difficult, but you persevered and figured out?

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What tweaks to your design did you need to make so that your controller worked excellently?

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In your opinion, is your game more enjoyable using your controller, or a keyboard?

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