

ARTSLINK

Lesson Plan

'For the Love of the Boardgame'

45 minutes

Creating a boardgame out of a recycled box or boxes by Lindsay Barrett George

Objective:

This is a fun design/art project - incorporating writing, drawing, making...but at the heart of the project - problem-solving on many different creative levels.

Students will create, design, and develop all the elements of a boardgame - theme, layout, instructions, boardgame design, playing piece creation, miscellaneous piece creation and testing of the boardgame. Students will also need to solve the problem of how to attach all the different components that accompany their boardgame onto the boardgame.

Attention/Engage: 5 minutes *SHOW PROJECT!

Intro:

- Hello Friends. My name is LBG - Ch. Book Author/Ill and a Book Arts Teaching Artist
- Boardgame out of a recycled flat box; 1 box or 2 boxes

We're going to:

- Understand what a boardgames is
- Review a brief history of boardgames
- Understand boardgame design
- Develop & follow 7 steps in boardgame creation: theme, layout, instructions, boardgame design, playing piece creation, misc pieces and ... test your boardgame!

Materials:

- a recycled cardboard box or boxes - flattened
- pencil
- scissors
- eraser
- black marker
- color markers or pencils
- dice, spinner
- a few pieces of scrap paper or a notebook
- glue stick
- pencil

Review: 10 minutes

A boardgame: a table-top game that typically use pieces that are moved or placed on a pre-marked board (playing surface) and often includes elements of being played on a table, with cards and miniature role-playing character pieces.

theme

rules of the game

board game design

prototype

Did you know that boardgames have been around for a very long time? Try 5,000 years ago!

The Lesson: 25 minutes

1. On a piece of paper:

Make up a theme for your game; what is your game's objective?

The 'theme' can be based on an adventure, family life, a quest ... your call.

The objective could be to reach a goal before the other players, or to eliminate them in some way.

- Do you want the players to get somewhere, escape from somewhere, find something?
- Are there obstacles to set the players back, or stop them, or change their route?
- Are there any shortcuts or advantages to the players to move them forward?

And don't forget to **NAME YOUR GAME!**

2. On some scrap paper or a notebook:

Roughly sketch the board game's layout or design (the spaces).

- Figure out the game's design. You'll want to add interesting twists & turns in the board's design - leaving room for some fun shortcuts and even more fun penalty moves.
- You'll want to balance out the good & bad things that happen on the board's spaces.
- This is where you'll decide or figure out how many spaces will appear on the board and what will happen on each space.

3. On a piece of paper or your notebook:

Create the rules of the game.

- Write and revise them ... making sure they are clear and precise. Your players don't know how to play your game and you'll need to make the instructions easy to understand.
- When you're finished, you can transfer them either onto the boardgame or write them down on a separate 'Instruction' sheet that will accompany the board game.

4. On your flattened (recycled) cardboard box:

Draw the final game's 'design' or spaces on the cardboard box:

- Using a black marker or a strong color marker, draw the finished spaces and add details to make the board game look fabulous.
- Add start and finish spots/areas; obstacles, shortcuts, spaces for cards, etc.
- Use lots of color.
- You want your game to be colorful and eye-popping.

5. Create and add your playing pieces: small toys, figurines, small objects, (candies can be used for playing pieces), pieces from other games would work.

- Make sure the playing pieces are different from each other.

6. Add the remaining objects and pieces.

This includes dice or a spinner, tokens, cards, play money and any other prizes included in the game

7. Test out your Board Game 'Prototype' on friends, family members and classmates.

- Make sure your friends have fun playing your game.
- Make sure the instructions are clear and easy to understand.
- Remember - simple is best.

Some Tips & Tricks

- **Add shortcuts**
- **'pick a card' spaces - move ahead or lose a turn**
- **Colorful & eye-popping**
- **Unique in design and 'play'**
- **Play with the rules - have players do something unexpected!**

Make your game FUN!

Make your game SIMPLE!

Make your game UNPREDICTABLE...and FULL OF SURPRISES!!!

***Part of your Boardgame Design is to:

- Include all the playing pieces, instructions, cards, dice/spinner and any other items needed to play your board game - with your board game.
- You'll need to figure out how to attach these items, as well as how to store the board game, so that all items are included in the one 'package, or folded-up cardboard game.



Summarize: 3 Minutes

Bravo!

You've created a fun to play, exciting, inventive, and challenging boardgame! Besides being fun to play – there are **benefits** to playing board games:

1. Boardgames are good for the brain.

Involves - complex thought and memory formation; helps in practicing cognitive skills – problem solving and decision making. **Helps to keep the mind sharp.**

2. It brings laughter and decreases stress.

Fosters creativity and a fun learning experience.

3. It brings people closer and strengthens relationships.

You don't play a boardgame alone.

- Boardgame foundation is – cooperation/teamwork.
- It brings strangers, old friends, co-workers together.
- Boardgame playing - spend time in a nice company and **strengthen bonds with other human-beings.**

4. It reminds what it's like to live in a real world.

NOT DIGITAL. Pulls people out of the digital world.

5. Playing boardgames help kids develop:

- Self-regulation skills
- Focus and lengthen attention span
- Set goals and be patient
- Social skills such as waiting, turn taking and sharing
- How to cope with losing
- Problem solving
- Being flexible and collaborating

Conclusion: 1 minute

I hope you've enjoyed this Boardgame Project.

To make a boardgame - where your friends and family can't wait to play again – and again... is awesome - and absolutely ... SATISFYING!

Thanks for watching – and good luck with your next... game!