**Brainstorming Space**

**1) What are the themes, big ideas or learning objectives of the game?**

**2) What skills and knowledge do you want your players to acquire or to have reinforced?**

**3) Choosing a format**

. The following is a partial list of game formats:

* Board game
* Simulation game
* Physical game
* Card game
* Digital game
* Game show
* Other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**4) What element/s (board, cards, video, a court, a ball, dice, spinner, cube etc.) will you be using to convey your idea?**

5) **What game pieces will be used?**

6) **Game objective**

**7) Number of Players:**

**8) How play proceeds/Rules:**

**9) Supplies needed:**

**You are ready to create your game!**

**Game Template**

**Name of Game:**

**Preparation for Creation**

Big theme or idea players will explore or understand:

Skill and Knowledge Objectives:

Format?

\_\_\_\_\_Board game

\_\_\_\_\_Simulation game

\_\_\_\_\_Physical game

\_\_\_\_\_Card game

\_\_\_\_\_Digital game

\_\_\_\_\_Game show

**Creating the Game:**

**Game elements**:

**Game pieces:**

**Game objective**:

**Number of players:**

**How play proceeds/Rules:**

**How play ends:**

**Supplies needed:**

**Game plan for the game: Steps from creation to completion:**

I/we will . . .

1.

2.

3.

4.

5.

6.