

Inside Science Game Design...

Lesson 1: Science and Game Design

Essential Question

- What can you learn by building a science game?

Getting Started

Have you ever played science based board games like *Mousetrap* or *Bug Bingo*? What makes these games fun? What science facts did you learn playing these games? Perhaps the game was about volcanoes, insects, plants, or Newton's Law of Gravity? You can learn a lot about science by playing science games. You can learn a lot more by making a science game!

In this course, you will be working individually and in teams to complete three projects:

- Build a science based board game
- Pitch your game to your classmates
- Keep an individual Game Design Journal

Deconstructing a Science Game

Take a look at this review for the game *Totally Gross*. Think about the game's mechanics. How is the game balanced? What are the risks? What are the rewards?



Turn to a classmate who is working in Lesson 1. Together answer the following questions about the game *Totally Gross*.

1. What is the purpose of the game?
2. How is science taught?
3. How is chance used as a game mechanic?
4. Does the game look like fun to play? Why or why not?

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Description

Students dive into a science based board game.

Standards Alignment: College and Career Readiness standards for Reading Informational Text.

Materials

Science focused board games. Suggested games include:

Mousetrap
Robot Turtles
Totally Gross
Compounded
Snow Tails
Power Grid
Timeline Discoveries
Race for the Galaxy
Fauna
Gear and Piston
Bug Bingo

*Games are not provided by Zulama with this course.

Notes/Lesson Plan

In this lesson, students play a science based board game and answer guided questions to discover the science within the game.

Assignments

Science in Games
Activity

Add Assignment

Downloads

Finding Science in Games Document

Science in Games

Description

In this activity, you will need to work in groups of 3-4. You will play a science based board game. Before starting, open the **Finding Science in Games** document using the link below. Think about the questions in the document while you play the science game.

After you've finished playing, answer the questions in the **Finding Science in Games** document and upload it for your teacher to review.

[Finding-Science-in-Games_Les1-1.docx](#)

Instructor Note

Students will be playing science based board games in this activity. Games are not provided by Zulama; however, a list of suggested games is below:

- Mousetrap
- Robot Turtles
- Totally Gross
- Compounded
- Snow Tails
- Power Grid
- Timeline Discoveries
- Race for the Galaxy
- Fauna
- Gear and Piston

DOK 1

Question 1:

Upload your finished **Finding Science in Games** document here.

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