

Evolution of Games for Middle School

Syllabus

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Overview: Today's professional game designers understand and implement dynamics from many different types of games in their blockbuster hits. *Evolution of Games* explores ancient cultures, their games, and how they designed games using available technology and resources. Students prototype and play games as well as get hands-on experience creating their own original game.

The Middle School version of Evolution of Games:

- is mapped to middle school social studies standards
- is leveled to a 6 to 8th grade readability
- contains projects that are modified for a younger student
- is specially designed to integrate into middle school curriculum
- prepares students for the Zulama Skills and Studio courses in the High School

Learning Outcomes: Students will demonstrate proficiency with...

- identifying common elements found in games across cultures and throughout the centuries, specifically how games reflect the social, religious, political, and economic elements of a culture;
- distinguishing similarities and differences among ancient cultures;
- constructing game boards played in ancient cultures;
- applying knowledge of game rules to ancient and modern games during game play;
- comparing and contrasting the design of games played throughout the ages.

Length of Course: Between 60 and 110 hours of coursework

Assessments Include: End of Module Multiple Choice Quizzes, Formative Assessments, Rubrics designed for Authentic Assessment of Project Based Learning Activities

Materials and Supplies:

Required:

Basic art supplies such as cardboard, scissors, markers, and tape
One 6-sided dice per 2 students
One 4-sided dice per student
One deck of cards per 2 students

Optional:

Chess: 1 game/2 students
Checkers: 1 game/2 students
Monopoly: 1 game/4 students
Risk: 1 game/6 students
Axis and Allies: 1 game/6 students
Parcheesi: 1 game/4 students
Yahtzee: 1 game/4 students
Backgammon: 1 game/2 students

Modules	Lessons	Assignments
1 Evolution of Games and You	1 Introduction to Evolution of Games 2 Favorite Games	<ul style="list-style-type: none"> Favorite Games Collage Sharing Favorite Games
2 Mesopotamia and the Royal Game of Ur	3 The Royal Game of Ur 4 Playing the Royal Game of Ur 5 Mesopotamian Life and the Game of Ur	<ul style="list-style-type: none"> The Royal Game of Ur Thinking about Ur Life in Babylon Module 2 Quiz
3 Ancient Egypt and Senet	6 The Game of Senet 7 Playing Senet 8 Ancient Egypt and the Game of Senet 9 Checkers/Draughts	<ul style="list-style-type: none"> Share your Senet Prototype Is Senet Similar to Other Games? Becoming an Archaeologist Module 3 Quiz
4 The Roman Empire and Nine Man Morris	10 Nine Man Morris 11 Roman Backgammon 12 The Roman Empire	<ul style="list-style-type: none"> Nine Man Morris Senet vs. Backgammon Visual Timeline Module 4 Quiz
5 Scandinavian and Hnefatafl	13 Hnefatafl 14 Scandinavia 15 History of Dice 16 Simple Probability	<ul style="list-style-type: none"> Play Hnefatafl Longships Play Yahtzee Module 5 Quiz
6 China and the Game of Go	17 The Game of Go 18 Playing the Game of Go 19 Chinese History and Inventions	<ul style="list-style-type: none"> Create Go Thinking About the Game of Go China's Top Inventions Module 6 Quiz
7 India and Its Influence	20 History of Chess 21 Rules of Chess 22 Play Chess 23 Parcheesi 24 India Past and Present	<ul style="list-style-type: none"> Chess as a Favorite Game The Moves Making a Parcheesi Gameboard The Math Connection Module 7 Quiz
8 European Influence	25 Tic Tac Toe 26 Medieval Europe 27 The Modern German Family Game	<ul style="list-style-type: none"> Mod Tic Tac Toe Games in Economically Depressed Times Middle Ages Word Art Play a German Board Game Module 8 Quiz
9 The History of Games	28 Card Games and the Printing Press 29 Card Decks 30 Card Games 31 Cribbage and Whist	<ul style="list-style-type: none"> Playing Card Games Re-Designing a Game Cribbage vs. Whist Venn Diagram Module 9 Quiz
10 Games in Early America	32 18 th Century Games 33 The Royal and Most Pleasant Game of Goose 34 Games in 19 th Century America 35 The American Journey 36 Games of the North American Indians	<ul style="list-style-type: none"> Making and Playing the "Game of Goose" Mod the Checkered Game of Life Children's Games Play a North American Indian Game Module 10 Quiz
11 The Evolution of War Games	37 World War II Forever Changes Gaming 38 Favorite War Board Games	<ul style="list-style-type: none"> Post World War II Games Play Risk

	39 Wargames Through History	<ul style="list-style-type: none"> ● Axis and Allies Game Strategy ● Play Axis and Allies ● Module 11 Quiz
12 The Rise of Modern Games	40 Monopoly 41 The Rise of Modern Game Companies	<ul style="list-style-type: none"> ● Monopoly ● Play Monopoly ● Play Dungeons and Dragons ● Module 12 Quiz
13 The Impact of Computers	42 Early Days of the Computer Game Industry 43 Computer Simulations 44 Games and Careers 45 “Mod” a Game	<ul style="list-style-type: none"> ● What’s in a Game? ● Reflection ● Make it Your Game ● Module 13 Quiz