



Class Title: BLUE Board Masters

Teacher Name: Jasmine Doxie

Class Day: Friday

Class Size: 18

Class Cost: \$114

Ages or color group served: Blue

What level is this class: Level 2

Prerequisites: Ability to fluently read, write, and work independently

Graduation Requirements: Completed Game and Presentation

Homework Requirements: Students will have homework each week to work on composing their board, or card game at home.

Class Description:

"Board Masters: Design Your Own Game" is a course designed to unleash the creativity and strategic thinking of young minds through the process of designing their own board or card games. Over 12 weeks, students will learn about game mechanics, storytelling, design principles, and the importance of rules and fair play, culminating in the presentation of their unique game.

Week 1:

Introduction to Game Design

Objective: Understand the basics of game design and the types of games.

Activities: Explore popular board and card games, discussing what makes them fun and engaging.



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Week 2:

Storytelling and Themes

Objective: Learn how to create compelling narratives and themes for games.

Activities: Brainstorming session for game themes and storytelling elements.

Week 3:

Rules of Play

Objective: Understand how to establish clear and fair rules.

Activities: Analyze the rulebooks of existing games, beginning to draft rules for their own game.

Week 4:

Game Mechanics

Objective: Dive into different game mechanics and how they shape gameplay.

Activities: Experiment with different mechanics using simple prototypes. (dice, cards, tokens, etc)

Week 5:

Designing the Game Board

Objective: Learn about layout and design principles for game boards.

Activities: Sketch and design the basic layout of their game board.

Week 6:

Card Design

Objective: Explore how to design cards that are both functional and visually appealing.

Activities: Create prototype cards for their game.

Week 7:

Prototyping

Objective: Begin assembling a basic version of their game.



Activities: Using simple materials, students create a playable prototype of their game.

Week 8:

Playtesting

Objective: Learn how to test games and gather feedback.

Activities: In-class playtesting of prototypes, focusing on identifying and solving gameplay issues.

Week 9:

Refining the Game

Objective: Use feedback to improve and refine the game.

Activities: Make adjustments to rules, game mechanics, and designs based on playtesting.

Week 10:

Artwork and Design

Objective: Add final artwork and design elements to their game.

Activities: Work on the final visual aspects of their game, including the board, cards, and packaging.

Week 11:

Preparing the Presentation

Objective: Plan how to present their game to the class.

Activities: Develop a short presentation that explains their game's rules, design, and unique elements.

Week 12:

Game Presentations

Objective: Showcase their finished game to the class.

Activities: Students present their games, with classmates playing a round of each game.