

Exploration - Thinking like an Arcade Designer

Curriculum: Science Art	Learning Goals: -generate and introduce new or refined ideas when problem-solving -select artistic elements, processes, materials, tools and environments to express meaning in their work
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Materials
Sketch paper and pencil Recycled material from home Cardboard String Scissors Tape Markers Marbles or small ball

Activities
<p>Challenge: Caine is a young boy who has inspired kids all over the world to tap into their imagination and create! Click on this link to watch this video about Caine's amazing invention. https://www.youtube.com/watch?v=falFNkdq96U&feature=youtu.be</p> <p>After you have watched the video sketch your ideas of what kind of game you would like to create to have in your arcade. Have a search in the recycle bin at home for any cardboard to build an arcade game. Things to consider in your game...</p> <ul style="list-style-type: none">-how big will your game be? What shape will it be? How does your game work?-design a special feature of your game (think about making a ramp that a ball can travel down, or a moveable part that can swing back and forth)-what is your theme of your game... Space? Ocean? Monsters? Design various illustrations that support your theme, <p>-what kind of prizes can you create from objects around the home that you can reward your participants with</p> <p>- share your arcade creation with your parents and friends and see if they can win one of your prizes.</p> <p>Extension: Design another arcade game with a different challenge and a different theme.</p>