

EduTrend Contents

G4C · EDUCATIONAL GAMES · MIDDLE SCHOOL

Game Makeover

Redesign a classic game so a school skill decides every move, then test it with a checklist

Ages 11–13	Level: Intermediate	40 minutes	Teams of 3 · up to 30	Activity 03

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 03 · AT A GLANCE

Game Makeover

Teams choose a classic game, such as bingo or dominoes, and a skill they are practising, such as fractions. They redesign it so the skill decides each move rather than acting as a toll gate. Then they test it: can rules be explained in a minute, does every turn use the skill, can a player who is behind catch up, and does it take under 15 minutes?

Learning outcomes

By the end of the session students can:

- analyse game design;
- embed a skill in moves;
- test against criteria;
- improve a design.

KEY WORDS

redesign · skill · move · feedback · criteria · test

CURRICULUM LINKS

Maths or English skill practice. Design: user testing.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**FEEDBACK**	**TALK**	**CLOSE**
Minds ready	Rules in a minute	The skill is the move	Did the move work?	What helped you win?	Calm and positive

Materials (per team)

- Classic game examples
- Card, dice, counters
- Checklist cards
- Worksheets 1, 2 and 3

Before the session

- Collect examples.
- Print checklists.
- Model a makeover.
- Plan teams.

SAFETY

Keep feedback kind and specific.

ACTIVITY 03 · SESSION PLAN

Step by step

If the skill only earns a dice roll, it is a toll gate, not the game.

Time	What happens	Say or ask
0–5 min **Warm up**	Toll gate or game? Sort examples.	*"Does the skill decide the move?"*
5–10 min **Explain**	Makeover brief and checklist.	*"Which skill?"*
10–32 min **Design**	Redesign and test.	*"Does every turn use the skill?"*
32–40 min **Share**	Swap and play.	*"Which checklist question was hardest?"*

CHALLENGE CARD (print or copy onto the board)

Redesign a game so the skill decides every move and it passes all four checklist questions.

ACTIVITY 03 · FACILITATOR NOTES

The learning game know-how in brief

A game is educational when the skill is the move, not a reward added afterwards.

Quick feedback lets players try again within seconds.

Common ideas to listen for

- “Adding questions makes it educational.” The skill must drive the moves.
- “More rules make it better.” Rules should fit in a minute.
- “The leader should always win.” Catch-up keeps everyone engaged.

Adapting the activity

Support

Start with bingo, which is easy to adapt.

Stretch

Add a catch-up rule and test whether it works.

WORKSHEET 1

Makeover plan

Name: _____ Class: _____ Date: _____

Plan your redesign.

Plan

Classic game	Skill	How the skill decides the move

WORKSHEET 2

Checklist test

Test your game.

Checklist

Question	Yes / No	Fix
Rules in a minute?		
Every turn uses the skill?		
Can someone behind catch up?		
Under 15 minutes?		

WORKSHEET 3

Reflection

Reflect.

Our game is educational because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Embeds the skill	Tests with criteria	Improves design

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Game Makeover is a sample activity from the EduTrend Contents G4C Educational Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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