

WANTED:



Smithfield Middle School, Isle of Wight County Schools
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Game Designer

PBL Postcard

Overview Scenario: Hasbro Game Designer Wanted

Hasbro Gaming Company is desperately trying to spark sales in the game board section of their department. They need young, innovative thinkers who have a pulse on what is popular with today's generation. You are just the person their company needs to hit their sales goals for the year. They need you to create a fun and engaging game that could be used to teach and review science topics. You will be working with a team of designers to plan, create and market your game.

Driving Question How can we design and create a board game that helps us learn concepts in a fun and interesting way?

Teacher Reflection "This was a wonderful project. It definitely taught the meaning of the 5c's. (communication, collaboration, critical thinking, creativity, and connection."

Lessons Learned "If I were to assign this project again in the future, I would request ahead of time that the School District Technology Department allow students access to sites so that they can use technology to design board games online."

Did Project Meet Goals? 4 out of 5 (Likely to Recommend)

PBL Unpacked (on page 2)

As identified using "Unpack My PBL" within www.pbllounge.org



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PBL Unpacked

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WANTS

NEEDS

Public Project

- Interacting:* Exhibit/Contest
Event
- Producing:* Spec/Design
Model or Prototype
Learning Board Games
- Revising/Iterating:* Test a Product or Service
Revise a Product or Service
- Presenting:* Utilize Visuals

Media Produced

- Internet Media:* Website
- Digital Content:* Video Media
- Computer-Assisted Drawings:* Architectural Drawings
- Computer-based:* 3-D Printing
- Tactile:* Modeling Materials
- Technical Writing:* Lab/Research Report
- Physical Drawings/Fine Arts:* Product Drawing or Sketch

Real World Exploration

- Of the Mind:* Intelligence & Learning

Authentic Industries & People

- Career & Technical:* Architecture & Construction
STEM Research & Applications

Questions & Themes

- Challenging Problem:* Self Awareness
Reveal the World
Build a Better World
- Themes:* Research-based

Project Parameters

- Project Timeframe:* More than 8 Weeks¹
- # of Project Members:* Flexible Group
- Grade Level:* Middle School
- Authentic Connections:* Peers
Teachers & Academicians

Success Skills

- Creativity:* Brainstorm
Change
Design/Create
Elaborate/Expand
Envision
Improve/Refine
Argument/Debate
Business Presentation
Challenge Status Quo
Technical Presentation
- Communication:*
- Collaboration:* Develop Trust
Encourage Others
Ignore Distractions
Maximize Strengths of Team Members
Respond to Failure
Work Fluidly to Meet Deadlines
- Critical Thinking:* Analyze
Assemble Parts of a Whole
Innovate
Clarify Meaning
Overcome Obstacles
Manage People or Deadlines
Persuade
- Instilled Citizenship Values:* Express Empathy/Compassion
Personal Responsibility
Strong Personal/Work Ethic
Social Responsibility

Areas of Knowledge & Understanding

- Business:* Marketing
- Sciences:* General Sciences

Notes:

¹ This was a four-month project.

For **additional resources** provided with this PBL, follow links beneath the **Design of the Live Learning Board Games** thumbnail on the *Isle of Wight County Schools* page within www.pbllounge.org.

