

## Cardboard Economics

Unit: Design Document / Design Journal	
Workshop: 2	Date: Sept

**Objective(s):** Outline design document and begin design journal

**Materials & Resources:** CBE Forum

[The Game Design Toolkit](#)

[Purdue Instructional game Design Documentation](#)

[A-guide-to-the-scammer-technique-for-creative-thinking \(What I use\)](#)

**Lesson Agenda:** \_\_\_\_\_ **Time ():**

**Lesson Elements:** Design-thinking.

**Engagement:** Design journal entry. Outline design document

**Assessment/Evaluation:** Students will understand the difference between a design document and a design journal.

**Homework:**

**Reflection on Plan and Instruction:**

**Notes:**

From this point just introduce the difference between the design document and design journal.

Design document: will become your rulebook, will contain, your rules on how to play the game, including, theme & mechanics.

The design journal is your student's reflection on the subjects learned.

Until pre-production, the design document will be rough at this point.

Use a digital format.