

## Cardboard Economics

Unit: Theme	
Workshop: 3	Date: Sept

**Objective(s):** Define theme & narrative.

**Materials & Resources:** CBE Forum, game library

[BGG Meta Theme list](#)

[Boardgamizer theme idea generator](#)

[The Role of Narratives and Gaming](#)

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

**Lesson Elements:** Creative design, strategic planning, narrative construction, cooperation.

**Engagement:** Through gameplay and research students will define the theme for their game. The theme of the game will be notated in their design document.

**Assessment/evaluation:**

**Homework:**

**Reflection on Plan and Instruction:**

**Notes:**

A game's theme is the narrative and the local of the game. "What the game is about"

Examples:

- Underwater shell trading between deep sea races
- Intergalactic resource trading
- A goblin-bank struggling to keep its doors open because its employees keep stealing from the bottom line.
- A farm run by robots growing gems to sell for profit.
- An Ahupua'a simulator

Identify game themes by playing games.

Begin to brainstorm with students on what themes to base their games on.

Notate every theme idea you can think of. From that list select 3 themes, then select 1 from that list.

Think of the where & when of the game (who will the players be, what will the components be)