

Cardboard Economics

Unit: Prototype	
Workshop: 6	Date: OCT

Objective(s): Notate mechanics into design document.

Materials & Resources: CBE Forum, game library
[GDD template](#)
[bbrathwaite: How to create a game design document](#),
[Design rules](#)

Lesson Agenda: _____ **Time ():**

Lesson Elements: Complex ideas reduction. Contextual understanding. Rules based learning.

Engagement: Students will develop the rules for their game. These rules are based on the game mechanics defined in the previous workshop, which will be written into the design document.

Assessment/Evaluation:

Homework:

Reflection on Plan and Instruction:

Notes:

The design document is a living document. Through play-testing students will go back to the design document and modify the mechanics.

The design document will eventually become their rulebook.

Game should be fun over balanced.

Create “gates” to impede progress, which results in fun gameplay.

Examples:

Please see materials and resources for links to prototype examples.