BUS: IT - Game Creation (PowerPoint)

Summary

Students will learn the basics of Game Creation and create their own action video game using PowerPoint

Time Frame

3 class periods of 90 minutes each

Group Size

Individual

Life Skills

Thinking & Reasoning, Communication, Employability, Systems Thinking

Background for Teachers

This is a lesson plan designed to introduce students to Game Creation using PowerPoint as the medium. You will be amazed at the quality of games students can create entirely within PowerPoint.

Student Prior Knowledge

Basic PowerPoint skills are helpful, but not required. Game Design Lesson Plan preceding this one would be a good introduction to this lesson.

Intended Learning Outcomes

Students will explore careers in Game Design. Students will learn how to use PowerPoint to create their own Video Game.

Instructional Procedures

Show PowerPoints on Careers in Game Design / Creation. Show PowerPoint on Game Design Terminology as students complete Crossword puzzle. Show students several examples of PowerPoint Games that can be created. Make videos available to students so they can watch and follow along as they create a Maze Game. Allow and Encourage students to customize their maze game or choose a game of their own that uses the same techniques (See examples PPT) This Lesson plan goes well after the lesson plan on Game Design also found here on the UEN site.

Strategies for Diverse Learners

This lesson is great for learners of all types. Even learners who struggle with other concepts love this lesson plan. Advanced level learners can expand their game to multiple levels and/or scenarios while students with more limited skills can follow the step by step videos to make their own games while customizing some options.

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