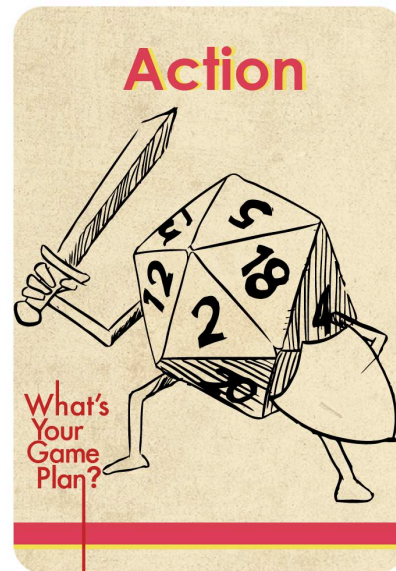
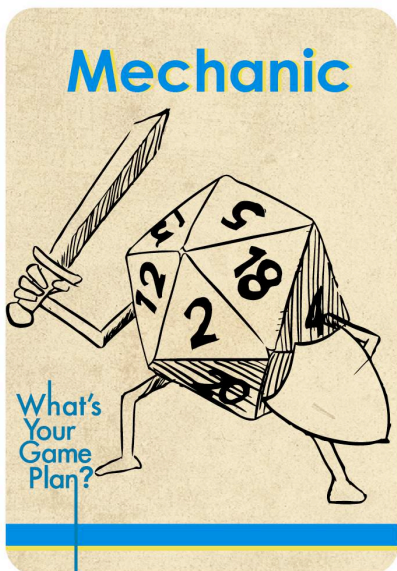
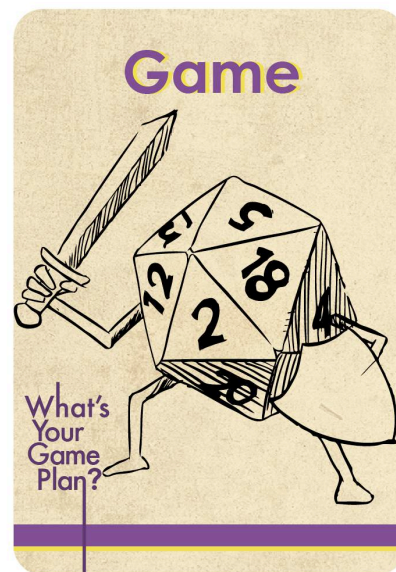
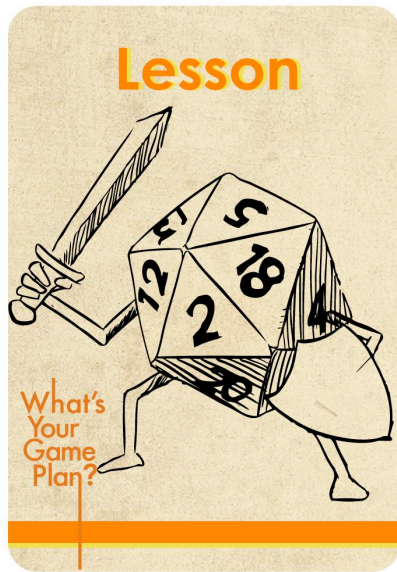


WHAT'S YOUR GAME PLAN?

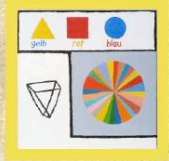
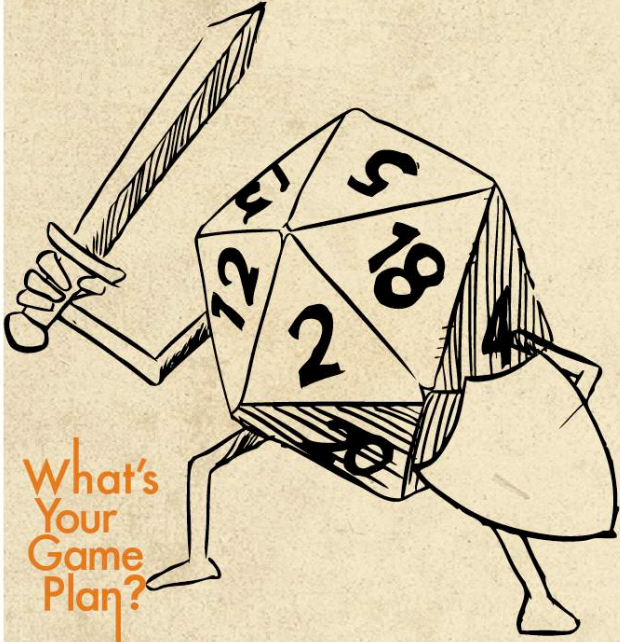
A GAME FOR GROWING IDEAS INTO GAMES

BY JOE BISZ (© 2012)

Audience: For innovative presenters, game designers, or educators (Elementary to Graduate school)



Lesson

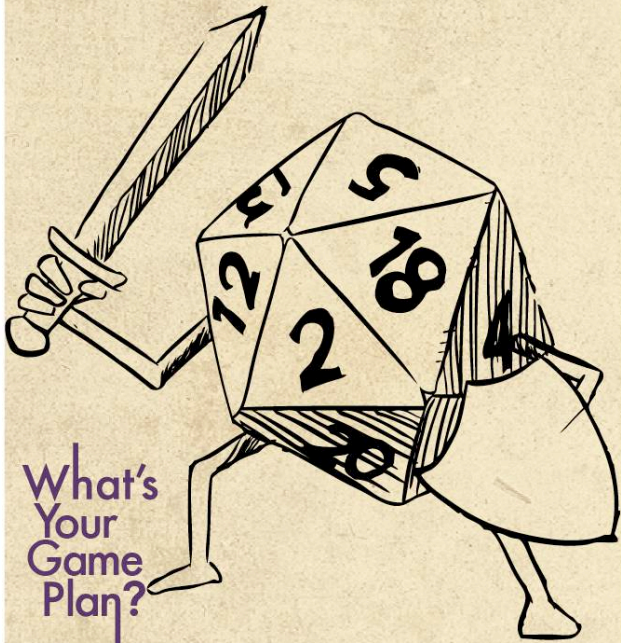


Marcia R. Cohen ©
"Pedagogy"
Oil on Canvas

Lesson

Taking Notes

Game



What's
Your
Game
Plan?

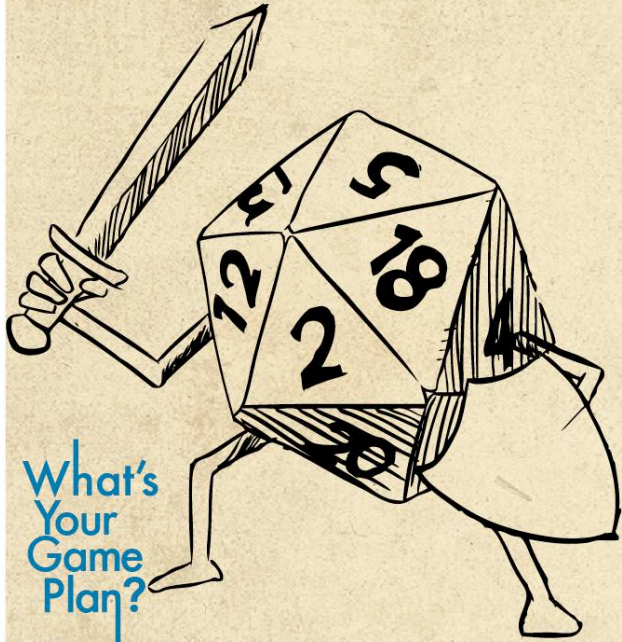
Game



Trivial Pursuit

Answer one of each category of question to win. Skillfully choose questions you're good at to move again.

Mechanic



What's
Your
Game
Plan?

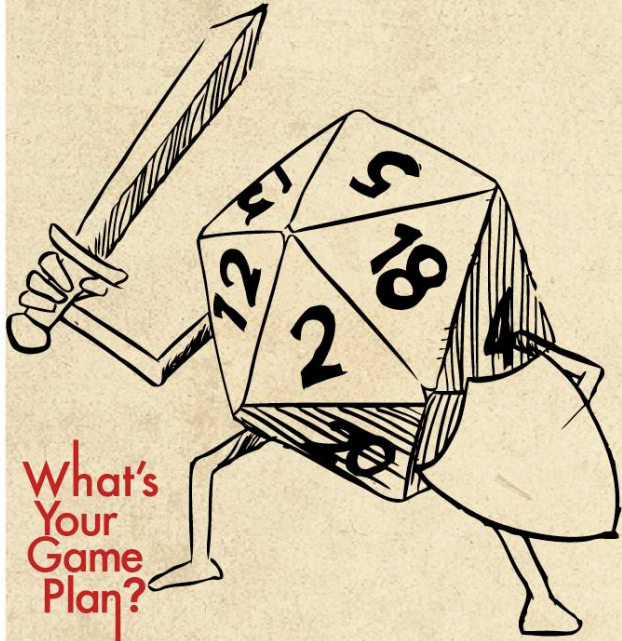
Mechanic



Movement/Sport

The classroom, chalkboard, or piece of paper can simulate some aspect of a sport (passing, blocking, scoring, difficult shot).

Action



What's
Your
Game
Plan?



Action

Walking

Lesson



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Trivial Pursuit

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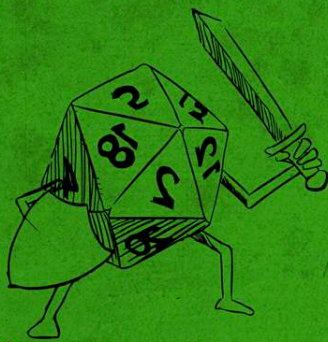
Action



Walking

What's Your Game Plan?

By Joe Bisz



Ideas into Games

A Game for Growing

Rules Part 1: Group Game Design

1) In groups, draw 1 card from each category's pile. If no one has heard of the "Game" card, redraw that one.

2) Then each group creates a game that could be used in the classroom. (20 minutes). Incorporate each category in some way; the "Lesson" is the most important. You are not aiming for a polished exercise here—this is a creative brainstorm!

Tips: Use paper or the blackboard with colored chalk to visually plan out your ideas

Rules Part 2: Group Presentation

Walk us through what playing your game would be like for one student, rather than just listing all the rules.

CUNY GAMES NETWORK

A professional development hub for teachers (with lists of teaching games):

games.commonsgc.cuny.edu

JOE BISZ (DESIGNER)

To invite Joe to speak at your school about game-based learning:

joebisz.com

WHAT'S YOUR GAME PLAN?

To order your copy (\$15):

thegamecrafter.com

OR

joebisz.com/whatsyourgameplan/