

K-12 Game-a-thon Starter Kit



DESIGN AND BUILD A MATH GAME!

This “lite” version of the Game-a-thon Starter Kit helps inspire the creative process and provides a framework of questions to promote critical thinking for individuals or teams to design a math game.

For additional resources, visit: mindresearch.org/gameathon

CHOOSE A MATH CONCEPT

What are the math learning goals you want to explore in the game?

BRAINSTORM THE GAME

Number of players is ____ . Game type (circle one:) board - card - digital - other: _____

What materials / tools do you need to build the game?

What is the theme of the game?

What are the different rules for playing the game?

How does a player or team win the game?

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PROTOTYPE, TEST, AND GATHER FEEDBACK

What makes the game challenging and interesting?

What strategies does a player or team use to win?

What works well in the game?

What needs to be improved?

REFLECT AND ITERATE

What modifications can you make to improve the game?

Join the Game-a-thon community!

For more information and to participate in the Game-a-thon Challenge, visit mindresearch.org/gameathon.
Questions and feedback? Email us at gameathon@mindresearch.org.