



# MAKE A VALUES-BASED BOARD GAME

YEARS 5-8  
TEAMS OF 3 - 5

# WHAT YOU NEED FOR THIS ACTIVITY



- Game board: for example, a large piece of cardboard, or a large piece of foam board (sometimes called corflute), a sheet of A4 paper, or even cardboard cereal boxes
- Game box: cardboard box or plastic container
- Felt pens, colouring in pencils, markers, crayons or paint
- Scissors
- Ruler
- Additional cardboard, cardstock or paper for other game assets
- Tape, Glue stick, Bluetack
- 1 X Board Game design Canvas per group
- 1 X Senior Values sheet per group
- 1 X Example board game design canvas per group

## You might also need:

- Business card sized pieces of cardboard
- Counters
- Small toys that could be used as game pieces.
- Playdough; Fimo; Modeling Clay
- Dice

## A FEW SIMPLE STEPS

It is as easy as 1, 2, 3!

## WHAT WE WILL COVER

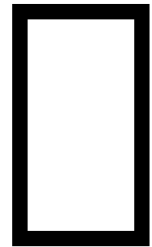
- Game Design - Deciding on the topic, the purpose and what values will be embedded
- Game Mechanics
- The Rules
- The Board
- Player Pieces
- Game Assets
- Testing & Revising

# INSTRUCTIONS: GAME DESIGN PHASE

## Choose the topic of your game

You will need to choose a topic to wrap your game around. This could be anything, from your favourite YouTubers, to a concept (like climate change or space travel), or even awesome Netflix shows you are hooked on right now.

Try using the Board Game Canvas :)



## Choose the values of your game



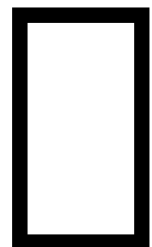
Values, morals and ethics are deeply embedded into games. Games are made to reflect the values and culture of its creators. Explore the values list and choose what values you would like to have at the heart of your game. Things like Teamwork? Kotahitanga? Māopopo?

Try using the Board Game Canvas and the Values worksheet :)

## Choose the purpose of your game

What do you want players of your game to think about, to feel, to experience when they are playing your game? Does what they are doing help them get it? In the last step, we looked at the values that are important to us. Does the purpose of this game reflect that?

Try using the Board Game Canvas :)



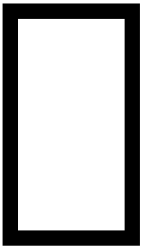
# INSTRUCTIONS: GAME MECHANICS PHASE



## How to play? - Design the rules

Based on your game's topic, purpose and values it is now time to design your actual game-play. How do people play your game? What are its aims? How do they win or lose?

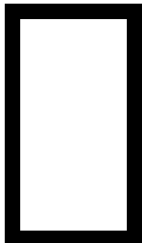
Make sure to write down the rules of your game clearly. Consider any issues that may pop up when the pieces are moving around the board. Is there a go back to the start option? Are there cards that need to be chosen? Is there a penalty for not saying "kikorangi" when a player lands on a blue square?



## Design and make the game board

Grab a pen and paper and plot out what the board will physically look like. Not all board games need a board but many do.

Then using cardboard or paper or whatever you have on hand, design your board for real! Using simple tools such as pens, pencils, markers, and paint. You could even use glitter! You could design it on your computer and print it out... Whatever works for you.



## Design the game pieces

Consider what shape the pieces will be. If you've chosen a game about climate change, the pieces could look like extinct or endangered species. A sea-themed board game can have starfish, kina or dolphins. You can choose coins or buttons or create speciality pieces out of clay or even 3D print them!

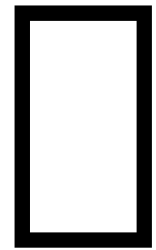
Next, think through how the pieces will be moved around the game, you may need to make bases so that they can stand up.

Be creative with this process and remember to have fun designing (or searching for creative ideas and inspiration).

# MAKING GAME ASSETS

To make your game work the players may have to draw cards, roll dice, flick a spinner or roll specially made dice that correspond with the game's overall theme.

Let's make whatever assets your game needs.



## PLAYING CARDS

### Handmade Cards

Using paper, cardboard or any other household material you can produce your own playing cards. You can design these so they look ka rawe!

### Printed Out Cards

Another option is to print out your cards. Using whatever word processing programme you have, type out and print your cards. This can be super useful if you lose one! This could be vitally important if your friend throws the board across the room in anger after a crushing defeat...

### Virtual Flash Cards

There are a number of flashcard apps designed to help people memorize a certain subject. Using this existing technology you can produce your own game cards and cut back on paper waste. See what you can find!

## DICE

### Existing Dice

Use dice from existing board games.

### Make your own Dice System

Can you make a die by hand? What shapes could it be? Make a die out of cardboard using some of your favourite 3D shapes like a cube or an octahedron or even a dodecahedron! What about a spinner or even a Teetotum!

### Design and 3D print your own die

Using your favourite modelling software you can always design your own dies to be as special as you want and 3D print them.

### Smartphone Dice

The great thing about smartphones and tablets is that there are millions of applications, so of course, there will be a multitude of apps that turns your smartphone, tablet or iPad into dice.



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TEST! TEST! TEST!  
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TEST! TEST! TEST!

Have a friend or classmate play out the game with you first so that any issues can be dealt with before sharing it with the rest of the world.

Record anything that doesn't seem to go quite right and adjust your game mechanics and rules accordingly.

Survey or ask your players afterwards to see if their experience lined up with the purpose and values you put in place at the start or how they felt about the game.

# THE EDUCATIONAL BIT

Playing and building board games as part of your curriculum can really bring unexpected benefits in terms of skill and knowledge. They are a great way to develop creativity and a sense of being entrepreneurial. But they also develop logic skills very well - most games are based on rules and those rules need to hang together logically.

While designing the games, they will touch on many aspects of the new Digital technologies curriculum as well!

## **English Curriculum**

Depending on what level of text you encourage your students to include in their games and game design canvas, this activity could cover the objectives for up to Level 4 (Writing), specifically when considering the audience of their Board Game, they can use either the instructional documentation, or the text within the game to show how they understand how to shape their text for different purposes and audiences.

You could include examples of how instructional writing is different from narrative writing, and how the choice of certain language is more appropriate in different situations

## **Arts Curriculum**

As they are designing and publishing the Board Game and all of its assets, this can be used to cover objectives for up to Level 3 (Visual Arts).

A Board Game is a specific context where the practical knowledge of how to create different assets in various different materials can help them to describe their own ideas and communicate what they need to.

# THE EDUCATIONAL BIT

## **Digital Technologies Curriculum - Designing And Developing Digital Outcomes**

Even though this is not an activity completed on a device, you can use it to cover up to Progress outcome 2 in the Designing and Developing Digital Outcomes strand.

As we are starting the basis of this in ethics and values, you can ground the lesson in how these ethics and values impact humans and society. You can help them to consider how this impacts on humans today, and how these may change over time.

Specifically, the game is meant to somehow convey these values to their audience, you can help them to consider what that means, and how that will impact their gamers over time.

## **Digital Technologies Curriculum - Computational Thinking**

Even though this is not an activity completed on a device, you can use it to cover up to Progress outcome 1 & 2 in the Computational Thinking strand.

Your learners will practice decomposition; Computational thinking; and Debugging



# EXTENSION ACTIVITIES

## **MARKETING AND DESIGN: TAKE YOUR NEWLY DESIGNED GAME AND LOOK AT THE PACKAGING!**

### **How would you box your game?**

Take a field trip to a toy store or google some toy store websites and see how the competition is stacked on the shelves. Which packages stand out? How could they make their box compete? Design and create a box and package that stands out.

What other issues come up with packaging? What is sustainable packaging? Have you thought about the use of recycled material, recyclability, weight reduction, product protection?

### **How will you advertise your game?**

What advertising strategies will they use? What platforms will they market on? Get your students to design an advertisement for it and think about how they would sell it.

## **ENTREPRENEURSHIP**

### **How will you turn your game into a retail product?**

How will you turn your game into a product you can sell in stores? Do a budget and business case as to how your game can become a global or local hit.

# INSPIRATION

## **Board game types**

Wikipedia has a list of every board game that currently exists. Looking at this list for inspiration you can create your own board game and even develop your own unique set of rules.

[http://en.wikipedia.org/wiki/List\\_of\\_board\\_games](http://en.wikipedia.org/wiki/List_of_board_games)

## **Game pieces**

3D printed pieces: you can use existing designs from online resources such as Thingiverse.

## **3D printed dice**

For a simple die design DB3JHF crafted a design that is print ready and easily solves all you six-sided die needs.

# EXAMPLE

## YOU KNOW ME: A WHANAUNGATANGA GAME

### Step 1: Choose the topic of your game

This game is about building relationships with my class mates by getting to know what they like and don't like and having some fun

### Step 2: Choose the values of your game

This game is based on Whanaungatanga

### Step 3: Choose the purpose of your game

At the end of the game I want everyone to feel like they are friendly with the other players and are feeling more comfortable with the people in their new class.

### Step 4: Design the rules

Roll the dice to move your character

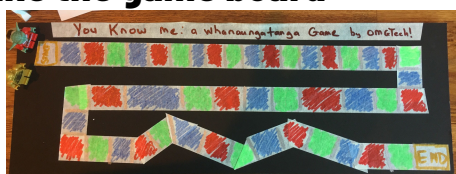
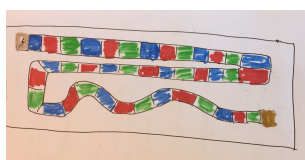
When you land on a square pick up a card of that color

Red/ Whero cards: Ask someone about themselves

Green/ Kākāriki Cards: Tell someone else about yourself

Blue/ Kikorangi cards: Do the action

### Step 5: Design and make the game board



### Step 6: Design the game pieces



### Step 7: Design and make the game assets

Red/ Whero Cards and Green/ Kākāriki Cards : When is your birthday; favorite color; do you have brothers or sisters; favorite band; favorite ice cream flavor; favorite subject at school; favorite animal; least favorite food; favorite food; favorite movie; least favorite movie;

Blue/ Kikorangi Cards: Hi five someone; do a funny dance; make someone smile; make an animal sound; do 5 star jumps; touch your funny bone; tell a joke; sing happy birthday; run to the door and back; swap seats; compliment someone

DICE: Using existing one

