Prompt: Arcade Construction

Objective(s)
- Students work individually or in groups to design and create a functional, simple arcade game that will be a part of a classroom arcade.
- Students can explain how the game works and demonstrate its playability.
- Students post directions for their game.

Activity that involves problem-solving and strategic thinking:
- Students will come up with an idea, plan a design and build a game.

Standards/Objectives addressed:
- CCSS.MATH.CONTENT.1.MD.C.4: Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another.
- CCSS.ELA-LITERACY.SL.1.5: Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.

Background knowledge needed:
- What is an arcade
- How to play a game
- The video Caine's Arcade is a great resource to watch.

Materials:
- Recycled materials, taper, scissors, markers, paper, boxes, wire, string, various classroom materials

Prompts – questions or statements to elicit engagement
- Tell me about your game.
- Can you explain how to play your game?
- Why did you choose to use those materials?
- What if you changed…?

Vocabulary
- design, build, arcade, game, rules, goal, lever

Reflection prompts
- When you were building the game, what problems did you have to solve to make it work?

Extension:
How could you make your game more interesting to play?
What could you do to attract people to your game?