

### **Activity 1: Discover how game design can be used “for good”**

Playing games is something that almost everyone has done. Whether that be online games, board games, or video games, we all know at least one game. What are some things that are good about playing games?

- Gaming is something that many people do for fun.
- It helps people relax.
  
- Games can teach us new things and even help us see things we may never experience. We can find out about places, people, and situations we might not otherwise know about! For example, you can visit the International Space Station, dive to the deepest parts of the ocean, or visit ancient cities.

**Games can also be created to help other people around the world. Many of you have probably played an educational game online! Here are some examples of games for good:**

- **Games That Were Created for a Cause:** Games can be a great way to promote an idea or cause that helps others and the world. For example, the game could be about providing clean drinking water or raising awareness about a social issue, like poverty or global education.
- **Games That Help Us Learn:** Games can make learning even more fun! For example, codeSpark Academy helps kids learn to write code through games. Other games help people learn to speak another language or do math problems.
- **Games That Help Our Health:** Some games can help us be healthier. For example, augmented reality games (AR games) use the device's camera to display the real world around you. When you look through the camera, you see the real world as normal. But you also see characters and objects that don't exist in the real world - they've been added by a programmer. Many AR games require the player to walk around their neighborhood, promoting good exercise habits. Other games track your exercise habits as you compete with friends and family.

Can you make a game that creates a positive impact? Brainstorm for a few moments about what your game would be made of and what the rules would be!

[This game](#) is a math Jeopardy game! After playing, create your own game that helps someone!

**Before beginning these activities, play a fun board game together as a family the evening before that you all know!**

### **Activity 2: Explore tools used to develop digital games**

**Do you remember when we played that board game together? What was hard about playing that game? Did anything make you angry? Was there super fun parts too? Well today, we are going to try to make our own game!**

With your Brownie, try to complete the first two mazes at the bottom of this lesson. If you feel up to a challenge, try the last one!

**What made the maze hard? Are games supposed to have hard parts?**

**Games have hard parts to make it more interesting and to have the game last longer. If all games were too easy or boring, no one would want to play!**

**What are some games that you love to play? What parts of those games are harder than others? Do you encounter a challenge or lose a turn somewhere? What parts of those games are the most fun?**

**Game makers love making games that are fun and challenging for people to play!**

**Activity 2: Build, test, and improve your maze game**

Now you are going to create your own maze!

Using a piece of paper, draw a maze with your Brownie. Try it out together!

**Is the maze too easy? Is there something we could do to make it even better?** Make the changes that you come up with together. Once your Brownie is happy with the design, have them share it with others in your family! Additional note: This is also a great site to create your own mazes!

**Congratulations! You've completed the Junior Coding for Good 2: Digital Game Design Badge!** [Click here](#) to purchase the badge!



