What's your game plan?
A Game for Growing Ideas Into Games
By Joe Bisz (© 2012)

Audience: For innovative Educators, Presenters, Training Managers, and Designers (Instructional, Content, or 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?

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?

Investigating

Moving around a room to collect or search for information from clues, installations, or people.
Lesson

Taking Notes

Marcia R. Cohen ©
“Pedagogy” (Art on Canvas)

Game

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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.
*Order the **game**! ($15)

*Find recommended GBL **readings** and **board games** to play

*Access easy Amazon lists of **game design** or **conference supplies**

*Invite Joe to **speak or consult** (for team-building professional development workshops or conferences; fun time assured!)

*Attend a **NYC conference**, or take an **online design class**