Biosphere Challenge 2016

Support to the teachers (optional)

How was the game created?

The first steps towards our new game…

Here are some examples to get you started:

Ex 1. We started creating the game by asking all pupils to speak with someone in their close surrounding about a fun game they have played a lot…..

Ex 2. We started creating the game by asking the whole class about games they like…

Ex 3. We started creating the game in the school yard. We divided the pupils on groups of four. The groups went out exploring and thinking about new games that have to do with trees.

We chose…

Here are some examples to get you started:

Ex 1. When we had received many good examples of games, we presented them for each other in the class room. We then voted for three that seemed really fun.

Ex 2. When we had voted, we found out that many pupils loved the game of X, so this was the game we chose for continued development.

Ex 3. When we gathered the next day, each group explained the game they were proposing. Two games were chosen for a test round.

Testing of our choice

Here are some examples to get you started:

Ex 1. We tested all three game suggestions by playing them. In groups, we discussed what we found particularly fun/good with the game, what could be improved and so on. Then, we talked about our results with the whole group. We voted again and one game was chosen for further development.

Ex 2. We played game X and then discussed how the game can be adapted to fit everyone in our class (changed to fit disabled, for example).

Ex 3. We played all the games and voted for the game we wanted to continue to develop.

Create, develop, and improve

Here are some examples to get you started:

Ex 1. In groups of five, we discussed how we wanted to develop the game. One group was considering the rules and winning of the game. Another group was thinking about the optimal location for playing the game – indoors, outdoors etc. The third group was thinking about the accessibility of the game – how can everyone participate on equal terms?

Ex 2. We went back into the class room and took notes on the blackboard about the things we talked about when we played the game for the first time.

Ex 3. Our teacher reminded us about the rules we need to follow. We took notes on the blackboard about how we wanted to develop the game (to the right) and the rules of the game (to the left). We discovered that we had missed…

Test 2, how does it work?

Here are some examples to get you started:

Ex 1. We tested our new game and it worked!!!

Ex 2. We tested our new game and it worked but we did not think the game was fun because… We improved the game again.

Ex 3. We tested the game and it was fun but the rules were too complicated. We had to redesign the game a little to make it less complicated.