OBJECT-ORIENTED TEACHING

GAME OVERVIEW

In this game, you will create a short demonstration in which you use a random object in combination with crafting materials to explain a mechanics concept. You will present to both the other competing teams and a group of guinea pigs.

The best demonstration wins. It will be judge based on originality, understandability and the contribution of the object to the explanation.

The goal is to have fun, collaborate, and get creative with your mechanics teaching!

0. QUICK PREPARATION (5 min)

TEAM NAME: What do you have in common? Pick a fun name that describes your group. Write your team name below!

TEAM LOGO: Use the available crafting materials to create a team logo. The team logo will represent you in the competition.

> TEAM NAME:

1. WHAT IS THIS? (2 min)

You receive an object from the game hosts.

Think of a mechanics concept you can teach/demonstrate with the help of the object and the available crafting materials. Write your concept ideas on post-its and pick one.

TIP: at this point a vague idea is good enough! You will get more time to work on the idea later on.

Place the post-it with your best concept idea here —›

2. READY.. SET… CRAFT! (10 min)

You now have 10 minutes to create a demonstration of your mechanics concept with your object.

Use the space below to write down ideas.

TIPS: Your crafting materials could become ramps, catapults, miniature worlds or ….

(but make sure to make your object the main explainer!)

3. SHOW THEM HOW IT'S DONE (5 min per team max)

Try to woo both the guinea pig and the expert jury with your demonstration! Remember, you will be judged on originality, understandability and the contribution of the object to the explanation.

4. JUDGE

Fill in this evaluation form together as a team!

TEAM NAME	ORIGINAL (1-3)	UNDERSTANDABLE (1-3)	OBJECT CONTRIBUTION (1-3)	COMMENTS