

Gaming Your Way Against Bullying	
<p>Time: 8 in class lessons. Posters worked on in class and as homework Learning area(s): Society and Environment and IT Year(s): 5/6</p>	
Learning Lesson Plan Template objectives	<p>Students will be able to develop a computer game based on social issues. They will have a deeper insight to the issue of bullying and develop a game aimed at younger students on why bullying isn't acceptable and that it is ok to stand up and say no. This will increase their computer knowledge, problem solving skills, working as a group, time management skills, social skills, self-worth.</p>
Prior knowledge	<p>Students will have knowledge of Computer use and playing different types of games. Bullying is addressed in schools from Kindergarten. Group discussions and working together are also already implemented in the class. Time management is addressed in class when doing class activities, assignments and tests.</p>
Resources	<p>Whiteboard, Pen, Paper, Sploder, Computers, Laptops, Internet, A3 poster paper, coloured pencils and textas</p>
Introduction	<p><u>Students task is to create a child friendly game with the Issue of Bullying the theme of their game.</u></p> <p>At the start of the topic I put posters of different games that have an Anti-bullying based theme on the walls. I will go online and set up a Sploder account for the students.</p> <p>I will then sit the students as a group and ask them to tell me what types of games they play and if they know what the moral is behind the game.</p>
Body of the lesson 15 minutes	<p>1: I would collaborate with the class about different genres of games i.e.: (arcade, puzzles, strategy, simulation and racing) and from there about different awards and challenges the students know in the games and genres. Incorporating the social issues they face today (Bullying) and getting them to set their game around that. I would list on the whiteboard all the students' ideas while they write out the list in their file.</p>
10 minutes	<p>2: We would watch a tutorial on "How to Use Sploder" https://www.youtube.com/user/splodercast so the students had an idea of what types of games the program offered and how to use it. I will help the students throughout the lesson if they get stuck on the programs and offer advice when needed.</p>

<p>30 minutes</p> <p>55 minutes</p> <p>55 minutes</p>	<p>3: Setting the task that they have to use a certain amount/type of challenge/reward and a time set of the game play.</p> <p>4: I would then give the rest of the lesson to plan what kind of game they would develop from 2 choices Arcade and Platform. They would do this at their desk. Brainstorming using the information provided on the whiteboard. Homework would be set to come up with a script.</p> <p>5: lesson 2 Students will have 35 minutes to work on the digital devices using Sploder to start creating their game. 20 minutes to start working on their advertising posters.</p> <p>6: lesson 3 The students will have 20 minutes to finish making their games. Then randomly play another students game for 10 minutes. That will follow with a group discussion giving positive feedback to the game creator. Once the Creator has implemented some of the things the players have mentioned then the player attempts completing the game 15 minutes. At the end of the study period the class would come back together and discuss the different ideas they came up with and how the games they developed imitate the issue we discussed earlier 10 minutes.</p> <p>I would set this task as an assignment that the students can do in class over a period of time so they get the full benefit of planning and finishing their games as well as implementing the requirements and collaboration feedback.</p>
<p>Concluding the lesson</p>	<p>Students will set up their games in the IT room and put their posters around the school as advertising. Other classes will be invited by the 6/7 students to come and play their games. We will offer popcorn out the front of the class for the students waiting their turn.</p> <p>There will be forms where the invited students can provide positive feedback.</p>
<p>Evaluation/Follow up</p>	<p>The feedback forms will be able to give the students an insight to how their games were received.</p>

References

Sploder Website <http://www.sploder.com/>

Splodercast Retro Arcade tutorials <https://www.youtube.com/user/splodercast>