1. **Insights and Research**

* Research what types of games exist that teach about atoms and the periodic table. When you find a game, play it and find out what works. What makes it a good game? What makes it useful for learning?
* Learn about atoms and the periodic table – Unit 3 Standards

1. **Development of HMWs (“How Might We” Questions)** These are used to start your thinking. Here is an example: How Might We make a puzzle game using the periodic table? or How Might We create an outdoor game that reflects the concept of Atomic Structure?
2. **Brainstorm** - Rules:

* Quantity NOT Quality of Ideas
* Single Ideas (give one idea at a time)
* Wild Ideas are GOOD and are encouraged
* NO Judgment of an idea
* No buts….just ands (BUILD ON IDEAS)
* One person at a time
* NO side conversations

1. **Selection of top concepts.** Choose 2 or 3 of your best brainstorm ideas.
2. **Prototyping and Play-testing.** The best game developers focus on fast and scrappy prototypes.  Play the game with each other and analyze what’s working and what’s not (and whether it’s meeting the objectives on the rubric). Focus on your top concept fairly quickly and do a series of playtests with the prototype to refine it.
3. **Final Game Creation**