## GAME CHANGING KIDS

STAGE	TASK	PRODUCT	TARGET
Stage 1: Review	-Examine 4 different games to game elements	-Venn Diagram	-Compare & Contrast
Stage 2: Hack	-Change a game -Play new version	-Old vs. New	-Divergent thinking
Stage 3: Research	-Brainstorm & select theme -Learn all about the topic through books, etcT-S interview about	-KWL chart -All-About Book -Theme web/map	
Stage 5/6: Design	-Sketch out layout and components	-Game Pieces -Board -Randomizer -Box	
Stage 5/6: Write	Write story about game	-Characters -Setting -Plot -Conclusion	
Stage 7: Make	Make components of game	-Game pieces -Board -Randomizer -Game Guide -Box	

Stage 8: Test	Functionality, Durability, and Play testing	-Components of games pass series of tests	-Give and Receive Feedback
Stage 9: Revise	Incorporate feedback and make adjustments		
Stage 10: Prepare	Make invitations, flyers, banner for Game Day	Advertise and persuade others to make games	Persuasion Support argument Provide evidence
Stage 11: Play	Game Day showcase games and play with peers, parents, teachers		
Stage 12: Teach	Show others how to make a game component	Write How To Books; Video tutorials	
Stage 13: Share	Create second game to give away	Letter to Receiver of game	