



Video Game Consultant Lesson Plan (ages 11 to 18 years old)



High Level Overview – Part 1

Student preparation in advance of lesson:

- Have computer capable of running Scratch 3
- Have computer capable of running the video conferencing platform you'll be using
- Select existing [Scratch game](#)

Student learning objectives:

- Showcase existing game features
- Get feedback change the game

More Info

Ages 11 - 18 years old – this overview will require adjusting to the unique needs of your students. You will use the [“Be a video game consultant”](#) lesson.



Video Game Consultant Lesson Plan – Part 1

60 minutes

Welcome and introduction

5 min

Consulting

15 min

Provide an overview of what consulting is. You may opt to use this presentation as an intro to consulting, which includes a [video](#).

Be a video game consultant

35 min

Break the students up into small groups of 2 - 4 students.

- Each student should show the game they selected to the rest of the group.
- Each student should ask the other students in their group engaging questions to solicit feedback then either change the way the game is played by changing the rules or other aspects of the game based on the feedback.

Q&A

5 min

High Level Overview – Part 2

Student preparation in advance of lesson:

- Completed Lesson 1 and have feedback
- Have computer capable of running Scratch 3

Student learning objectives:

- Use feedback to make changes to the game
- Critically evaluate what things are reasonable to change and what things are not

More Info

Ages 11 - 18 years old – this overview will require adjusting to the unique needs of your students. You will use the [“Be a video game consultant”](#) lesson.



Video Game Consultant Lesson Plan - Part 2

TBD

Self-guided - Redesigning of a Scratch game based on feedback.

TBD

High Level Overview – Part 2

Student preparation in advance of lesson:

- Completed Lessons 1 and 2
- Have computer capable of running Scratch 3
- Have computer capable of running the video conferencing platform you'll be using

Student learning objectives:

- Showcase changes to the game
- Student to explain what features they were able to changed and what they were not

More Info

Ages 11 - 18 years old – this overview will require adjusting to the unique needs of your students. You will use the [“Be a video game consultant”](#) lesson

Video Game Consultant Lesson Plan – Part 3

60 minutes

Welcome and introduction

5 min

Let's Play

40 min

Break the students up into the same small groups of 2 - 4 students.

- Each student should take turns showcasing the changes to their games – including what they were able to change and what they weren't.

Talk it out

15 min

Students will gather back in the larger room and share their observations about the experience.

Supplemental information for this lesson can be found in the [STEM@CGI at Home Activity Pack](#).