Lesson 2 - Goals

In this lesson, students will explore the importance of clear and intuitive goals in games. They will learn to identify the characteristics of good goals and subgoals, and analyze how these goals impact gameplay and player behavior. Through engaging discussions and hands-on activities, students will understand how goals give meaning and purpose to our actions in games, preventing boredom and overwhelm. They will also have the opportunity to analyze and discuss examples of game goals, and apply their knowledge by analyzing the goals in a game of their choice. The lesson will culminate with a reflection on the importance of clear and intuitive goals, encouraging students to apply this concept in their own lives.

Objectives:

- Students will understand the importance of clear and intuitive goals in games.

- Students will be able to identify the characteristics of good goals and subgoals in games.

- Students will analyze the impact of good and bad goals on gameplay and player behavior.

Materials:

- Whiteboard or projector

- Markers or chalk

- Handouts with examples of game goals

Bell-Ringer Activity:

1. Display the following quote on the board: "Clear and intuitive goals give meaning to our actions and prevent us from becoming bored or overwhelmed." Ask students to reflect on this quote and write a short paragraph explaining what they think it means.

Introduction:

1. Engage students in a brief discussion about their favorite video games or board games. Ask them to share what they enjoy most about playing these games.

2. Explain that one of the key elements that make games enjoyable and engaging is the presence of clear and intuitive goals. Goals give players a sense of purpose and direction in the game.

Direct Instruction:

1. Define the concept of goals in games. Explain that goals are the objectives or targets that players strive to achieve in a game.

2. Discuss the importance of clear and intuitive goals in games. Explain that clear goals help players understand what they need to do to progress in the game, while intuitive goals are easy to understand and require minimal explanation.

3. Introducing the concept of subgoals. Explain that subgoals are smaller objectives that contribute to the achievement of the main goal. Provide examples of subgoals in games (e.g., collecting items, defeating enemies).

4. Discuss the role of good goal and subgoal structure in pacing the game. Explain that a well-structured game provides a balance between challenging goals and achievable subgoals, preventing players from becoming bored or overwhelmed.

Guided Practice:

1. Divide students into small groups.

2. Distribute handouts with examples of game goals.

3. In their groups, students should analyze the goals and subgoals provided and discuss whether they are clear, intuitive, and well-structured.

4. After the group discussion, ask each group to share their findings with the class.

Independent Practice:

1. Provide students with a list of games (video games or board games) and ask them to choose one.

2. In a written response, students should analyze the goals and subgoals in their chosen game, explaining whether they are clear, intuitive, and well-structured.

3. Students should also reflect on how the goals in their chosen game impact gameplay and player behavior.

Exit Ticket:

1. Ask students to write a short paragraph summarizing the importance of clear and intuitive goals in games, based on what they have learned in the lesson.

Closure:

1. Review the main points discussed in the lesson, emphasizing the importance of clear and intuitive goals in games.

2. Discuss how good goals create enjoyable gameplay experiences, while bad goals can lead to undesirable behavior.

3. Encourage students to apply the concept of clear and intuitive goals in their own lives, setting goals that are meaningful and motivating.