

Lesson Topic	6. Impact Games
Inquiry	What makes an impact game? Why should we develop impact games?
Standards	<ul style="list-style-type: none"> • 7-8.IC.1 / 9-12.IC.1 Impact of games • 7-8.IC.6. / 9-12.IC.6 Accessibility– In Games
Objective	SWBAT <ul style="list-style-type: none"> • Identify impact games and their importance in modern gaming • Alter one of their favorites games in order to turn it into an impact game
Resources	
Agenda	
Starter	Do Now: <ul style="list-style-type: none"> • What do you think an impact game is? Provide an example and defend why you think it is an impact game.
Guided Practice (mini lesson)	<ul style="list-style-type: none"> • Ask students to consider how a theme might show up in a game. Ask for a few examples. Based on what the group has learned so far, explain that the theme can show up in various ways, through each component of the game. • Tell student to Imagine they are designing a game around kindness. What might it look like for kindness to be incorporated into a game through: • Prompt students to think about: How does their game then have a larger impact on society? • Prompt: what games can we modify to focus on kindness?
Independent Practice	Either their own game or a modified game that meets the theme you decide (if doing G4C you should use their provided themes/focuses. If not you should use any themes you want.) Handout provided is antibullying / antidiscrimination <ul style="list-style-type: none"> • Teacher will circulate around to check handouts and that groups are filling in their components of the game • Can also let classes pick a theme. Extension: <ul style="list-style-type: none"> • Students pick their own theme to design around and make it clear the bigger impact • Groups that designed games trade and give peer feedback
Closing	<ul style="list-style-type: none"> • Pick One: <ul style="list-style-type: none"> ○ Imagine a world where games were encouraged to make a social impact. How do you think society as a whole would be different? ○ Pick a major game and redesign it so that there is a social impact or theme to the game. Explain the change and impact you hope it makes.
Assessment	<ul style="list-style-type: none"> • Review handout • Group shares and check ins using checklist of game components

