

4. Getting Started – Thinking of Ideas for your Game

This resource is part of the [Tool Box](#) series by AccessArt, which shares design and technology project ideas via a series of lesson plans.

Getting Started - a Video for Pupils

So what are you going to make? Thinking of ideas for your game.

Please note this page contains videos housed on You Tube. If your school blocks You Tube AccessArt would be happy to provide an email to confirm the integrity of these videos.

[Please email us here.](#)

"OK you've got your materials, you've got your tools and you've cleared a space - lets get cracking! Tool Box would like you to work either in small groups, or alone. Your teacher will help you decide. Lets go back to the thinking about the theme for Tool Box: Making a Game. Designers would call this "the brief". We're going to call it: "Your Challenge"

So Your Challenge is: To make a game which is fun, and which others can play. The finished game should be strong enough to survive people playing it – we don't want broken games! It should work, for example do the job you want it to do, and it should look good – you want people to play it after all!

So lets get started. In your groups, or alone, have a very quick think, or chat, about what kind of games you like. You might even do some web research to think what kinds of games you could make which others could play. But here's a list to get you thinking!

Mini or crazy golf: You could make some fantastic crazy golf sections. Make one or make a whole load as part of a team, which form a course. You could even design the putting club!

Marble Mazes: Small or large, hand held or table top!

Splat the Rat: an old favourite which you could develop

Mini sledging: Make a cardboard downhill course, and make a sledge which you weight to get it to run down the course

Coconut shy: Or a variation of a coconut shy where you throw a bean bag at carefully balanced ping pong balls.

When you've got some ideas, rather than draw, we'd like you, as a group or alone, to be able to present your ideas (by talking) to your class. If you could make a video of this, fantastic, you can upload it to the site, otherwise maybe you could quickly jot your ideas down and let us know what you're thinking. It will be really interesting to see how your ideas develop!"

Next visit:

[Get your Materials and get Making](#)

This is a sample of a resource created by UK Charity AccessArt. We have over 1500 resources to help develop and inspire your creative thinking, practice and teaching.

AccessArt welcomes artists, educators,

teachers and parents both in the UK and overseas.

We believe everyone has the right to be creative and by working together and sharing ideas we can enable everyone to reach their creative potential.

5. Find your Materials for Design and Technology Project

6. Testing, Testing, Testing your Game

8. Sell, Sell, Sell – Promote your Game!

7. Miss, I've Finished – Reflecting on your project.

1. Welcome to Tool Box Design and Technology Project: Introduction for Pupils

Making Sketchbooks: An Introduction

Making sketchbooks is an excellent way to introduce your group (adults and children) to using a sketchbook. This post describes a variety of simple ways to make your own sketchbooks all of which can help nurture ownership of learning. Highly recommended by teachers across all key stages.

Sketchbook Activities,

Behaviours & Skills

Overview of the kinds of activities which might be encouraged in sketchbooks.

Making a Shy Drawing – Drawing Exercises for Beginners

Find out what a “shy drawing” is and how it can help you focus. These exercises and suggestions provide a focus which enables pupils and teachers to explore different aspects of making a drawing, including sound, action and intention. [Full AccessArt Members Only](#)

Drawing Speed

Sketchbook Exercise Ideas: Starting with Magazine

Imagery

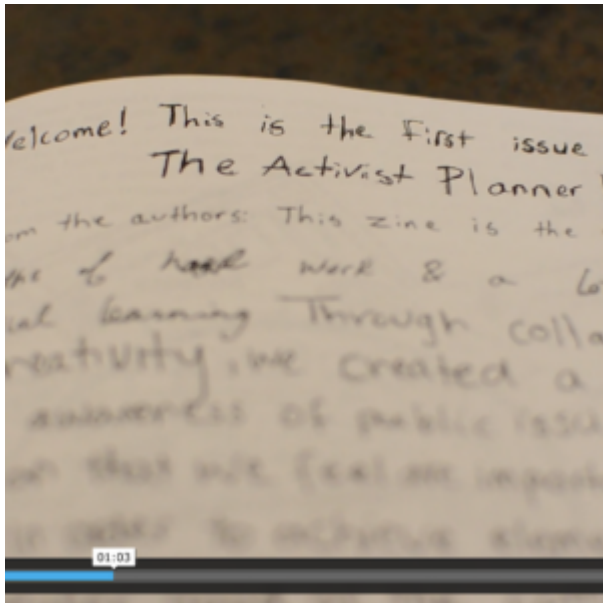
You Might Also Like...

Pathway: Print & Activism



[This is featured in the 'Print & Activism' pathway](#)

Talking Points: What is a Zine?



Sketchbook Ideas for Primary Schools – A Shared Sketchbook Inspired by Words

This activity can be used to enable pupils to work independently to create pages which are then tied together to create a beautiful, eclectic shared sketchbook. [Full Access Art Members Only](#)

Sketchbooks for Designers – An Introduction for Children

This module explores how sketchbooks can be a vital tool in any design process – whatever pupils are designing. Includes a

module for pupils and teachers notes. [Full AccessArt Members Only](#)

Doodle Ball: a 3-D Drawing Exercise for Active Learners

Doodle Balls are a great way to experiment with drawing on a 3 dimensional surface. They are also great for active learners – people who need to fiddle or doodle whilst they think. [Full AccessArt Members Only](#)

Introduction to Composition in Drawing

Illustrator Yumi Okudo shares an exercise which can help students explore concepts of scale and composition. [Full AccessArt Members Only](#)

10 x Creative Sketchbook Exercises

10 simple ideas for generating sketchbook content. Suitable for use by adults or children. [Full AccessArt Members Only](#)

Simple Stapled Sketchbook

Making a Washing Line Sketchbook

Making a washing line sketchbook is a great way to introduce children to some of the key ideas relating to working in a sketchbook. It's a nice sociable event which gets children to actively experience some useful sketchbook skills. Getting older children to work with younger children, and involving teachers too, can really help the energy of the workshop. [Full AccessArt Members Only](#)

Sketchbooks as a Tool to Enable Personalised Learning

Sketchbooks can be a vital (and natural) tool with which to encourage children to personalise their own learning experience. This post explores how we can encourage children to own their sketchbook and how that ownership leads to a personalised learning space

What's in a Name?

How does the name we give our “sketchbook” help define it's purpose?