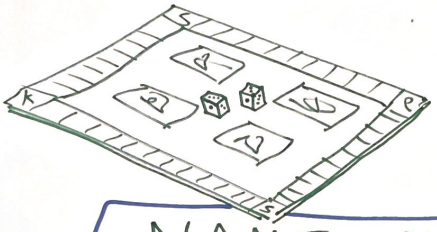
GAME CREATION



NAME OF THE GAME

PURPOSE: Why are we playing the game?

LEARNING OBJECTIVES: what are we learning? (min 5)

RULES:
- number of players
- duration (~30 min)
- step by step instuctions for players
- materials needed (optional)

CREATIVITY: How is the game improving your creativity?

Technical aspects:

- digital format of the final version (to be shared & multiplied)
- add the materials created to a G Drive folder

Competences