



## Arcade Game Adventure For Rising 6th Graders

### **Week 1: Inspiration & Team Building: Playing the Games**

#### *What Makes a Game Fun?*

- Playing games and analyzing outcomes
- Comparing wins to losses: When is a game too challenging or too easy?
- Cornhole board construction & tournament
- Field Trip: a tour of the games at Pacific Park on the Santa Monica Pier

### **Week 2: Designing & Constructing Prototype Games**

#### *Choosing the Best Games & Creating Prototypes*

- Games of chance or skill
- Organizing for success
- Plinko board and mini-golf design & construction (focus on design, stability, effectiveness, efficiency)
- Measure twice, cut once
- Building & testing games

### **Week 3: Arcade Building & Game Construction**

#### *Putting it all Together & Finding a Role: Leader, Designer, Planner, Builder*

- Constructing the games
- Planning & managing the arcade (tickets, prizes, lines)
- Fine-tuning games and problem-solving for improvements

### **Week 4: Arcade Theme, Decoration & Music**

#### *Creating the Vibe*

- Determining the theme
- Organizing teams for game facilitation
- Decorating the games (painting)
- Determining the music/DJs
- Planning the arcade layout
- Tickets & prizes

### **Week 5: The Showcase: Hosting the Arcade**

#### *How to Host an Event*

- Fine tuning & problem-solving
- What to expect? Developing back-up plans
- Working with the “littles” and making sure they have fun
- Goals & responsibilities
- Bringing the fun