**Official Breakout EDU Game Template**

Creating a good game usually takes thoughtful and careful planning. While each game designer may approach the process differently, we have created this template and brainstorming document to help you start the process of designing games that can work with the Breakout EDU platform.

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| **Game Name:** What is the name or title of the game you are designing? |
| **2017 Solar Eclipse** |

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| **Game Designer:** Leslie Suters |
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| **Content Areas:** What is subject or content areas of your game? Ex. Math, Fractions |
| **STEM + Literacy** |

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| **Recommended Ages:** Who is your target audience? |
| **K-12** |

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| **Ideal Group Size:** Is this game intended for small groups? A whole class? Larger audiences? |
| **Whole Class – divided into small groups** |

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| **Suggested Time:** How long do you anticipate players needing to complete this game? |
| **80 minutes+** |

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| **Story:** There’s a locked box in the room. Why are people trying to open it? Think of the story as a script that the facilitator could read to introduce the game to the group about to play. It can be a few sentences to a few short paragraphs. Many games have a story and a logical progression. If not a structured story, having a defined theme can help with the creation process. Take a look at some of the games in the Breakout EDU game library for inspiration. You can use different curriculum topics, favorite movies, or books for inspiration as well. |
| Unlock the secrets to the 2017 Solar Eclipse. Read the first 6 pages with text in the *When the Sun Goes Dark* book and then give each team their first clue. Remind them to lock the box after they get their items out. Tell them how to lock the lock… |

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| **Lock Combinations:** What codes will open the locks on the box? |
| |  |  | | --- | --- | | **3-Digit Lock** -*3 Numbers* | **63.8** | | **4-Digit Lock** -*4 Numbers* | **1818** | | **ABC Lock** -*4-5 Letters for the ABC Multilock* | **TWOAL** | | **Directional Lock** -*5 Directions for the Directional Multilock* | **Right, Left, Right, Down, Up** | | **Key Lock** -*Where is the key hidden?* | **In Rock Near Door** | |

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| **Setup Instructions:** List the steps that a facilitator needs to do in order to set up the game. You can test your instructions by having someone else try to set up your game. You’ll quickly figure out how they need to be improved. |

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| ***STEPS*** | *All Read in “When the Sun Goes Dark” first to set the stage. (Read the next 5 pages of text later…)* |
| ***1*** | *X Marks the Spot* |
| ***2*** | *PASCO Light and Angle Experiment* |
| ***3*** | *Estimating Speed of Lunar Shadow…. Read next 5 pages of “When the Sun Goes Dark” here)* |
| ***4*** | *Planets and Constellations* |
| ***5*** | *Word Search – get a key for a UV light; Locate a clue around the room.* |
| ***6*** | *Spectroscope – lead back to beginning.* |

**Brainstorm Worksheet**

This guide below can serve as a visual mapping or brainstorming tool for creating your game.

It can also serve as a quick reference for you or a new facilitator.

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| **LOCK TYPE** | **LOCK COMBINATION** | **HOW WILL THEY KNOW THE COMBO?** | **WHERE WILL**  **IT LEAD?** |
| **4-Digit Lock** | 1818 | Math Challenge – X Marks the Spot  Graph 2 pairs of points and find the intersection point.  Use the latitude Longitude map to locate the state of the coordinates.  What year did Illinois become a state? | PASCO light experiment |
| **3-Digit Lock** | 63.8 | PASCO Light & Angle Experiment | Estimating Speed of Lunar Shadow |
| **Directional Multilock** | Right  Left  Right  Down  Up | Planets and Constellations | Word Search (which leads to key to open lock box) |
| **ABC Multilock** | TWOAL | Estimating Speed of the lunar shadow between Nashville & Harriman.  Answer rounded to 3 significant figures =  1560 mph | Planets and Constellations |
| **ITEM TYPE** | **COMBINATION / PURPOSE** | **WHAT WILL THEY**  **DO WITH IT?** | **WHERE WILL**  **IT LEAD?** |
| **LOCKS App** | Red orange Yellow Green Blue | UV Message says “Colors of the Rainbow” | Spectroscope Lab  THE END |
| **ITEM TYPE** | **PURPOSE / ROLE** | **WHAT WILL THEY**  **DO WITH IT?** | **WHERE WILL**  **IT LEAD?** |
| **Reflection Cards** |  |  |  |
| **Lock box with Key** | Key hidden in rock | Word Search | UV Flashlight inside with message – Leads to Sign on the wall with the Message Colors of the Rainbow to use with the Locks App |