Game Development Training for Kids

Course Duration: 8 Weeks (5 Days a Week)

Day 1: What is Game Development?

- Overview of games: Video games, board games, and everything in between!
- Discussion: Favorite games and why we love them.
- Introduction to game design – the art of creating fun!

Day 2: Understanding Game Elements

- Breakdown of a game: Goals, Rules, Feedback, and Components.
- Fun activity: Play a simple game and discuss its elements.

Day 3: Types of Games

- Exploring different genres: Action, Adventure, Puzzle, and Role-Playing.
- Group activity: Create a mood board for a game genre.

Day 4: The Game Development Process

- Introduction to the game development cycle: Concept, Design, Development, Testing, and Release.
- Interactive discussion: Where do your favourite games fit into this cycle?

Day 5: Brainstorming Game Ideas

- Creative thinking exercises: Generate unique game concepts.
- Homework: Pick an idea and doodle some concept art for it.

Day 6: Storytelling in Games

- Importance of storytelling: Characters, settings, and plot.
- Workshop: Create a short backstory for your game character!

Day 7: Character and World Design

- Developing characters: Traits, motivations, and designs.
- Activity: Draw your main character and their game world.

Day 8: Gameplay Mechanics

- What makes your game fun? Understanding mechanics like rules, challenges, and rewards.
- Group brainstorming: What gameplay mechanics will your game have?

Day 9: Prototyping Your Game Concept

- What is a prototype? Introduction to paper prototyping.
- Activity: Create a simple paper version of your game idea.

Day 10: Present Your Game Concept

- Sharing Day: Present your game concept to the class.

- Feedback session: Constructive critiques on each other's ideas.

Day 11: Getting Familiar with Game Engines

- Introduction to popular game engines for kids (e.g., Scratch, Roblox).

- Video demonstration: Cool games made using these engines.

Day 12: Exploring Scratch

- Signing up and setting up a Scratch account.

- Hands-on activity: Create a basic animation to understand the interface.

Day 13: Introduction to Programming Concepts

- Basics of programming for kids: Loops, conditions, and sequences.

- Fun coding games to reinforce concepts.

Day 14: Project Day – Create Your First Scratch Game

- Step-by-step creation of a simple game using Scratch.

- Collaborate with a partner to debug and refine your game.

Day 15: Showcase Your Scratch Game

- Game Demo Day: Present your Scratch game to the class.

- Encourage positive feedback and questions from classmates!

Day 16: The Importance of Game Art

- Visual elements: What makes a game visually appealing.

- Discussion: Favorite art styles in games.

Day 17: Create Your Game Assets

- Tools for kids: Free online resources to create game art.

- Hands-on activity: Design characters and backgrounds for your game.

Day 18: Adding Sound to Your Game

- Importance of sound effects and music in games.

- Introduction to Audacity and online sound libraries.

Day 19: Implementing Art and Sound in Scratch

- Step-by-step guide: How to add your assets and sounds to your game.

- Collaborative time: Help each other with integration.

Day 20: Game Art & Sound Showcase

- Show and tell: Display your game visuals and play the sound effects.

- Friendly feedback session on how these elements enhance gameplay.

Day 21: Exploring Levels and Progression

- Understanding level design and player progression.

- Group exercise: Brainstorm level ideas for your game.

Day 22: Adding Challenges – Enemies and Obstacles

- Discussion on effective challenges: What makes a game fun?

- Activity: Design your game's obstacles and enemies.

Day 23: Power-Ups and Rewards

- The psychology of rewards in gaming: Making players feel accomplished.

- Workshop: Create a unique power-up for your game.

Day 24: Playtesting Basics

- What is playtesting? The importance of getting feedback.

- Practice session: Swap games and playtest each other's work.

Day 25: Iteration Day

- Using playtester feedback to improve your games.

- Finalize game designs based on constructive critiques from peers.

Day 26: Game Publishing 101

- How do games get published? Understanding the process.

- Discussion of online platforms for young game developers.

Day 27: Marketing Your Game

- Basics of marketing: Why it's important to share your game.

- Group activity: Create a poster or social media post for your game.

Day 28: Working in Teams

- The importance of teamwork in game development.

- Collaborative project: Team up for a mini-game jam challenge!

Day 29: Game Testing and Polishing

- The nitty-gritty of bug hunting and game enhancement.

- Hands-on testing: Play each other's mini-games and provide feedback.

Day 30: Showcase of Mini-Games

- Everyone presents their mini-games created in teams.

- Celebrate teamwork and creativity with fun awards!

Day 31: Planning Your Final Game

- Choose your favorite concept from earlier weeks for the final project.

- Outline what needs to be done: Art, coding, sounds.

Day 32: Building Your Game in Scratch

- Time to dive in: Start creating the final game project.

- Encourage collaboration and help amongst peers.

Day 33: Midway Checkpoint

- Share progress updates with the class.
- Supportive feedback to help each other grow and improve.

Day 34: Troubleshooting & Refining

- Focus on debugging and fixing issues.
- Workshop for any technical problems encountered in Scratch.

Day 35: Game Playtesting and Feedback

- Playtest each other's games and leave constructive feedback.
- Adjustments based on feedback to enhance final projects.

Day 36: Preparing for the Big Launch

- Final touches to polish games.
- Plan your launch strategy: How to share your game with friends and family.

Day 37: Game Launch Day!

- Officially share your game with the class.
- Celebrate everyone's hard work and creativity!

Day 38: User Feedback Collection

- Discuss how to collect and respond to player feedback.
- Create a simple feedback form for players to fill out.

Day 39: Reflection and Learning

- Reflect on what you learned throughout the course.
- Share favorite moments and challenges faced during the project.

Day 40: Celebration Party

- Host a game party where guests can play each other's games.
- Fun games, snacks, certificates of completion, and a final send-off!