**Step 1**. Choose a solid green ACRL Framework Puzzle Piece and highlight any Knowledge Practice or Disposition that will serve as the focus for the game. Tape it to the Story Board

**Step 2.** Create at least 1 Learning Outcome related to the ACRL Frame and write it on a blank sticker. Put sticker on print green printed puzzle piece and tape it to the Story Board connected to the puzzle piece for the ACRL Framework

**Step 3**. Choose an assessment from the list of Assessments and write it on a blank sticker. Put sticker on a yellow/pink swirl puzzle piece and tape it to the Story Board.

Possible Assessments:

|  |  |  |
| --- | --- | --- |
| Minute Paper | Poll/ Survey | Your choice: |
| Rubric | Muddiest Point |
| Scorecard | Quiz |

**Step 4.** Choose at least 2 activities from the Pedagogical Technique list and write it on a blank sticker. Put sticker on dark purple print puzzle piece and tape it to the Story Board.

|  |  |  |
| --- | --- | --- |
| Pair/Share/Report | Brainstorm | Jigsaw |
| Pair/Share/Record | Questions/Answers | Presentation |
| Individual work | Scaffolding | Repetition |
| Small Group Record/Report | Demonstration | Feedback |
|  | Directed practice | Reflection |

**Step 5.** Choose a tool from the Tools Lists and a verb from the Verbs List to create a task. Write the task on a blank sticker, put sticker on light purple/blue swirl puzzle piece and tape to Story Board. Create at least 2 Tasks the students will do in the game.

|  |  |  |
| --- | --- | --- |
| **Tool List** |  | **Verbs List** |
| Library Catalog |  | Write |
| Books |  | Read |
| Periodicals/Scholarly Journals |  | Analyze |
| Newspapers |  | Evaluate |
| Articles |  | Use |
| Video/Images |  | List |
| Quotes/Summaries/Paraphrases |  | Apply |
| Paragraphs |  | Identify |
| Databases |  | Report |
| Annotated Bibliography |  | Summarize |
| Maps |  | Explain |
| Keywords |  | Demonstrate |
| Citations |  | Select |
| Sentences |  | Find |
| Other? |  | Create |
|  |  | Compare |
|  |  | Other? |

Example of task: Use a database to find scholarly articles.

**Step 6.** Choose at least 1 Game Dynamic to use. Highlight or underline it on the pink/brown swirl puzzle piece and tape puzzle piece to the Story Board.

|  |  |  |
| --- | --- | --- |
| **Game Dynamic** | **Definition/Description** | **Example** |
| Race to the Finish | Get to finish first or before time runs out; success achieves a goal within a specific time period | Candyland, Mario Kart |
| Territory Acquisition | Acquire or take property; success increases territory and failure shrinks territory | Risk, Carcasonne, Civilization |
| Exploration | Wander through the game world to find things of value | Tomb Raider, Clue |
| Collecting | Find specific things; success is making associations to acquire the thing | Trivial Pursuit, Knowledge Guru |
| Rescue or Escape | Get out of or away from something or the reverse chase something to catch it. Success can be mastering knowledge that allows survival or finding something. | Capture the Flag, |
| Alignment | Put game pieces in a specific order; useful for recognizing sequence, and identification. | Candy Crush, Solitare |
| Forbidden act | Win game by breaking rules or wrong moves are encouraged | Twister |
| Construct or build | Create, manage and maintain objects. Successful plays see that knowledge can be used to create real world application. | SimCity, Minecraft, Catan |
| Outwit | Use knowledge to win | Trivial Pursuit |
| Solution | Solve a problem or puzzle. Use to reinforce specific skills or knowledge. | Chess |
| Matching | Recognize specific things as alike | Spot It, Memore |

**Step 7.** Choose at least 3 Game motivators. Highlight or underline them on the dark pink puzzle pieces and tape puzzle piece to the Story Board.

|  |  |  |
| --- | --- | --- |
| Fun (Lazzaro 2004) | Conflict | Aesthetics |
| Social Interaction (Chou 2017) | Cooperation/Collaboration | Narrative/Story |
| Meaning (Chou 2017 | Competition | Theme |
| Discovery | Strategy | Resources |
| Fantasy | Chance/Unpredictability (Chou 2017) | Time |
| Mastery | Curiosity | Levels |
| Ownership/Possession (Chou 2017) | Challenge | Creativity with Feedback (Chou 2017) |
| Exploration | Control | Reward (points, tokens, etc) |
| Accomplishment (Chou 2017) | Ownership/Possession (Chou 2017) | Character |
| Avoidance | Scarcity (Chou 2017) | Progress (leaderboards) |
| Change | Autonomy | Recognition (badges) |
| Purpose |  |  |

**Step 8.** Choose at least 1 Game Technology and write it on a blank sticker. Put that sticker on a light pink/white puzzle piece and tape it to the Story Board.

|  |  |  |
| --- | --- | --- |
| Cards | Quizizz | Dice |
| Cubes | Kahoot | Random Number Generator |
| Categories | Puzzle Board | Spinning wheel of choice |
| SmartBoard | Board Game | Jeopardy |
| Goosechase | Lockbox | Concentration |
| Twine | Escape Room | Your choice |

**Step 9.** Describe what you would like to happen in your game. Identify any specific rules for the game and write them on a blank sticker(s). Put sticker(s) on large light pink puzzle piece and tape to Story Board.

Examples: Work in pairs; Draw 2 cards; Roll dice twice.

**Step 10.** Be prepared to share draft Game with other groups and have picture of Story Board taken.