**Design A Game Worksheet**

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| **Step 1. ACRL Frame, Knowledge Practice, Disposition,** |
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| **Step 2: Learning Outcome(s): (Example: Students will be able to….)** |
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| **Step 3: Assessment** |
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| **Step 4: Pedagogical/Classroom Techniques** |
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| **Step 5: Tasks:** |
| Task 1) |
| Task 2) |
| **Step 6: Game Dyamics:** |
| **Step 7: Game Motivation:** |
| **Step 8: Game Technology** |
| **Step 9: Game Description and Rules:** |