Kodu Makerspace
Session 4

Microsoft

Leader Guide

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Overview

Session Highlights and Objectives

Session 4 is a two-hour camp in which students will finalize their games by incorporating ideas from the feedback session and adding directions for the user. Campers will reflect on their experience in their Student Workbook. This session concludes with a showcase gallery walk for peers and parents and/or guardians. Students will earn a Kodu Makerspace Certificate of Completion.

By the end of Session 4, students will be able to:

- Finalize their game
- Write user directions
- Share games with peers
- Reflect on their experiences
- Showcase projects to parents and/or guardians

Target Audience

The target audience for this session are students 8-11 years of age.

Length

120 minutes, including a 10-minute break.

How to Use This Guide and Conduct the Session

This Kodu Makerspace Leader Guide document will be your reference as you prepare to conduct the session and is intended to provide all the information you will need to confidently lead the session. For ease of reading, all sections within this document can be collapsed and expanded as needed. Simply place your cursor in front of any heading and click on the triangle that appears to collapse the text within the section of the document. Click the arrow again and the section re-expands. In this guide the following is provided in support of making your session as effective as possible:

- **Outline:** This guide is your resource when conducting the workshop to help you maintain the order and timing of topics to be covered.
- **Timing:** The actual amount of time required to conduct this session will vary depending on the knowledge level and learning style of the students. Use the time estimates provided in this document as a guide.
- **Script:** The Session: In Depth section offers suggested prompts and demonstrations to help you give a thorough, accurate and engaging presentation.

Session Preparation

Preparation is a prerequisite for successful facilitation and ample preparation time, with full training support, is essential to effectively prepare and deliver the session. Leaders need to accomplish the following activities prior to presenting the workshop, allowing approximately four hours for completion:

- Study the Camp Overview document. Complete the Prerequisite Leader Training and Preparation, as outlined.
- Study the entire set of session materials, including Leader Guide, Student Workbook, and the PowerPoint Presentation (view in Slideshow Mode to experience slide animation).
- Complete tutorials and watch videos for leader preparation.
- Dry run your PowerPoint presentation.
- Ensure devices are fully charged.
- Verify that the Youth Spark Camp earbuds are available to provide to students in Session 1.
- Download and install Kodu Game Lab from http://www.kodugamelab.com to each device.
- Download the specified resources to each device's desktop from the links provided. Once on the desktop, make sure to double-click on a file to open it in Kodu Game Lab. This will start Kodu in the tutorial, but it is safe to close the application – this will now make the tutorial visible under the "Load World" menu option. Repeat with each Kodu file downloaded to the desktop so that each is loaded into Kodu and ready for students:
    - Flashy Fishbots http://aka.ms/flashyfishbots
    - Fishbot Tutorial http://aka.ms/fishbotstutorial
    - Boku's Amazing Race http://aka.ms/amazingrace
    - Air Delivery Tutorial http://aka.ms/airdelivery
    - Air Delivery Complete http://aka.ms/airdeliverycomplete
- Download session-specified resources to the desktop of the leader's device from the links provided:
    - Introduction Video http://aka.ms/intro2kodu
    - Fishbots Plus http://aka.ms/fishbotsplus
- The accompanying PowerPoint presentation contains two placeholder slides which will need to be replaced. The CDS or session leader will replace the placeholders with slides from the local camp Marketing Kit. Replace the Schedule of Events placeholder slide with the current Schedule of Events to promote your camp's upcoming events. Replace the Additional Marketing placeholder slide with slides from your latest Marketing Kit to promote upcoming sessions for events. The placeholder slides are located in the Closure section between the "Questions" slide and the final "Thank You" slide.
- Be prepared and available for questions before, during and after the session.
- Verify that the Student Workbooks are available to distribute when the session begins. Prepare to collect and store the Student Workbooks for the next session in the camp series.
- Verify that the Kodu Makerspace Certificates of Completion are available. Fill out the certificates prior to the beginning of Session 4.

Session Requirements and Set-up

Equipment

- Screen display for leader
- Device with keyboard (or laptop) for leader
- USB cable for projector
- Earbuds per student
- Ten fully charged devices with keyboards

Software & Web Resources

- Office Suite for leader's device
- Edge browser
- Kodu (environment download): http://www.kodugamelab.com
- Flashy Fishbots (completed working game): http://aka.ms/flashyfishbots
- Fishbot Tutorial: http://aka.ms/fishbotstutorial
- Boku's Amazing Race: http://aka.ms/amazingrace
- Air Delivery Tutorial: http://aka.ms/airdelivery
- Air Delivery Complete: http://aka.ms/airdeliverycomplete

Session-specificdownloads for leaders only

- Introduction Video: http://aka.ms/intro2kodu
- Fishbots Plus: http://aka.ms/fishbotsplus

Videos for Leader Preparation

- Video 1: Navigating Kodu (1 min) https://youtu.be/gUGXnEJwl08
- Video 2: Create landscape world (3 min) https://youtu.be/BdgmWcs9QdQ
- Video 3: Add characters to world (1.5 min) https://youtu.be/vrC6DpueYpQ
- Video 4: Program Kodu characters (2 min) https://youtu.be/GIw58uLvpk4
- Video 5: Add text and speaking (2 min) https://youtu.be/h21T7jbVDsk

For leaders without prior coding knowledge, complete the following additional activities

- Complete the Hour of Code tutorials (found in the Worlds list within the Kodu program)
  - Maze Tutorial 1
  - Maze Tutorial 2
  - Maze Tutorial 3
- A Maze Tutorial Intro video and 3 additional tutorials that accompany these tutorials at http://www.kodugamelab.com/hour-of-code/

Materials

- Camp Overview
- Leader Guide
- PowerPoint Presentation for leader
- Student Workbooks - one for each student
- Name tag and pen/pencil for each student
- Kodu Makerspace Certificate of Completion – one for each student

Kodu Makerspace-Learn to Make Your Own Games! Session 4
120 Minute Workshop

Outline

You may use the outline below as a checklist when conducting the session. Suggested times for each section are noted for guidance.

Section 1: Introduction (10 minutes)

- Welcome (3 min)
- Review (5 min)
- Overview (2 min)

Section 2: Collaborative Game Development (45 minutes)

- Heading for the Finish Line (5 min)
- Final Production (20 min)
- Test and Debug (5 min)
- Writing Directions (15 min)

Break (10 minutes)

Section 3: Show and Tell (45 minutes)

- Setting the Stage (5 min)
- Peer Gallery Walk (15 min)
- Reflection (5 min)
- Parent Gallery Walk (20 min)

Section 4: Wrap Up (10 minutes)

- Closure (5 min)
- Thank You: Kodu Makerspace Completion Celebration (5 min)

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Session 4: In Depth

Section 1: Introduction (10 minutes)

Welcome (3 min)

Display: Slide 1: *Welcome*

Objective: Greet and welcome students

Do: As students arrive:

- Check that all the students have checked in
- Verify that students have their earbuds or their own earphones with them
- Assign a device to each student
- Give each student their Student Workbook
- Provide pens/pencils

Suggested Prompt 1: Okay everyone, go ahead and take a seat. Welcome back to Kodu Makerspace Session 4. We're having a blast using the Kodu Game Lab toolkit to explore games.

Suggested Prompt 2: My name is _____ and it's great to see you again. Thank you for joining Session 4 in the Kodu Makerspace four-session camp series. Today's session is extra special. We will be enjoying a Kodu Makerspace completion celebration at the end of today's session!

Suggested Prompt 3: Just like the other sessions, we'll be together for the next two hours with a break half way through the session. In case anyone has forgotten, let me remind you where the bathrooms are located.

Suggested Prompt 4: A special request for parents and/or guardians is to please stay nearby and return to the camp area by _____ when we will start the gallery walk and completion celebration.

Do: Tell parents and/or guardians the exact time to return to the camp for the Parent Gallery Walk and our completion celebration.

Display: Slide 2: *Camp Guidelines*
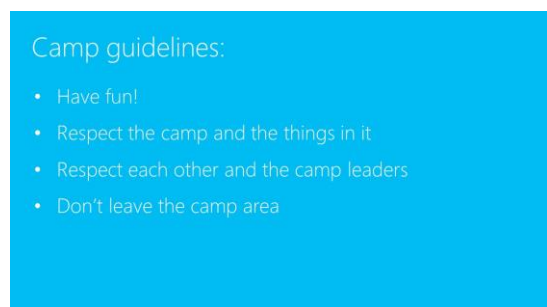
Objective: Remind students about the camp guidelines

Suggested Prompt 1: Let's revisit the camp guidelines. You should be very familiar with these by now:

1. **Have fun!** –You're here to learn how to make fun games and to meet new friends. Continue to be patient and enjoy yourself. Experiment and make "mistakes" because that's how you make new discoveries.
2. **Respect the camp area and the things in it** – This means to be careful with the device you are using, clean up after yourself here and in the bathrooms. Throw any garbage away. Tuck your seat in when you leave your seat. No running in the camp area.
3. **Respect each other and the camp leaders** – This means be friendly and helpful to others. When you're in the rest of the camp during breaks and someone else is looking at an item you want to look at, you need to wait for another time when that item is available.
4. **Don't leave the camp area** – During the camp, parents and/or guardians as well as students need to stay in the camp area, even on breaks.

Display: Slide 3: *Student Workbook and device care*
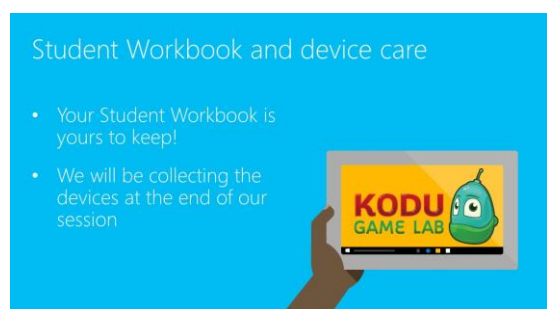
Objective: Review student resources Student Workbook and device

Suggested Prompt 1: Your Student Workbook is yours to keep! Care for your Student Workbook after today's session so you can use it in the future to create fun games in Kodu Game Lab.

Suggested Prompt 2: We will be collecting the devices at the end of our session.

Review (5 min)

Display: Slide 4: *Session 3 review*

Objective: Remind students about last session

Suggested Prompt 1: Think back to Session 3. You began to transform your game plan into a working game. As a collaborative team, you presented the first draft of your game as a Show and Tell. You gathered feedback and assessed feedback. You looked to yourselves, and others as "Kodu technique experts".

Suggested Prompt 2: Who would like to share **one thing** you did to improve your game after you received feedback from other campers?

Suggested Prompt 3: Who would like to share **one thing** you learned while working with a partner to create a game?

Suggested Prompt 4: Who would like to share **an idea** you have to improve the plans for your game?

Do: Solicit responses from the students

Suggested Prompt 5: Thank you for sharing. Are there any questions about what we covered in Session 3?

Display: Slide 5: *Icebreaker Give Help or Get Help*

Objective: Displays four Give Help or Get Help questions for discussion

Suggested Prompt 1: Think back to the Design Tweaking activity, when you and your partner made final tweaks to your game. At that time, your activity included relying on yourselves and other campers as the Kodu technique experts. You learned as you moved around the room to **get help** or **give help**. You made final tweak revisions to your game.

Suggested Prompt 2: How many of you were able to get help during the activity? How many of you were able to give help during the activity? Thank you.

Suggested Prompt 3: When I say "go", you'll have three minutes to find an elbow buddy. Take time to discuss the questions displayed on the big screen. Then, we'll discuss your answers. Ready? Go.

Do: Display the questions for discussion:

- What did you learn from someone?
- What did they tell you?
- What did you teach someone?
- What kind of advice did you give?

Suggested Prompt 4: Who would like to share **one thing** you learned from someone? What did they tell you?

Suggested Prompt 5: Who would like to share **one thing** you taught someone? What kind of advice did you give?

Overview (2 min)

Display: Slide 6: *Kodu Makerspace Session 4*

Objective: Provide an overview of Kodu Makerspace Session 4

Suggested Prompt 1: In Session 4, you will check your plans then finalize your game by writing directions for the user. You'll reflect on your camp experience. This session concludes with a showcase gallery walk for peers followed by a showcase gallery walk for parents and/or guardians.

Display: Slide 7: *Questions we'll answer today*

Objective: Discuss questions that will be answered today

Suggested Prompt 1: We are going to answer all these questions today:

- What advantages are there in working with a partner to create a game?
- Why is testing an important step in creating games?
- What characteristics make game directions useful?
- What is important to remember when looking at someone's game in a Gallery Walk?

Display: Slide 8: *How we'll answer the questions*

Objective: Share the Session 4 learning objectives

Suggested Prompt 1: By the end of this session you'll know the answers, because you'll be able to:

- Finalize your game
- Write user directions
- Share games with peers
- Reflect on your experiences
- Showcase projects to parents and/or guardians

Suggested Prompt 2: Parents and guardians, you are now welcome to take a look around the camp or remain in the camp area while the kids are in session. I'll see you back here for our Parent Gallery Walk at _____.

Suggested Prompt 3: If you're ready to begin transforming your game plan into a working game using the techniques you learned throughout camp, just say the words "I'm ready".

Section 2: Collaborative Game Development (45 minutes)

Heading for the Finish Line (5 min)

Display: Slide 9: *Heading for the Finish Line*

Objective: Setting the stage for the gallery walk

Suggested Prompt 1: How many of you are working on Flashy Fishbots? Thank you.

Suggested Prompt 2: How many of you are working on Boku's Amazing Race? Thank you.

Suggested Prompt 3: How many of you are working on Air Delivery? Thank you.

Suggested Prompt 4: Your next step will be to put the finishing touches on your game. You will need to have a working game ready show. It's not the time to start anything new or to change anything big. It's the time to make small changes. I know there are a lot of things you might want to do to your game, but your goal now is to get your game ready to showcase. You need to have your game ready for others to play your game during the Gallery Walk.

Suggested Prompt 5: When everyone is ready, we will be touring the room to see what everyone has created.

Suggested Prompt 6: We're headed for the finish line! Before we continue to work on our games, let's first team up with our partners. When I say "go" you'll have three minutes to look over your game plans to remember your priorities.

Final Production (20 min)

Display: Slide 10: *Final Production*

Objective: Provide time for students to make finishing touches to their games

Suggested Prompt 1: During final production, you'll work with your partner to complete the finishing touches. You will have 20 minutes to make small changes to the game you've been working on.

Suggested Prompt 2: Focus on getting your game ready to show. That means that your team will need to be ready to showcase your game for other campers, parents and guardians to see.

Suggested Prompt 3: One partner will start out as the Map Reader and the other partner will start out as the Driver. When I say "go", you'll have 15 seconds to decide which partner will be the Map Reader and which partner will be the Driver during final production.

Do: Explain the **Map Reader** and **Driver** roles
- The **Map Reader** is the partner who tells the Driver what to do to put finishing touches on the game
- The **Driver** is the partner who adds the code for the finishing touches

Suggested Prompt 4: Remember to wear your earbuds. When time is up, I will call a stop.

Suggested Prompt 5: I'm going to come around to help anyone that needs it. Please raise your hand if you get stuck or need help.
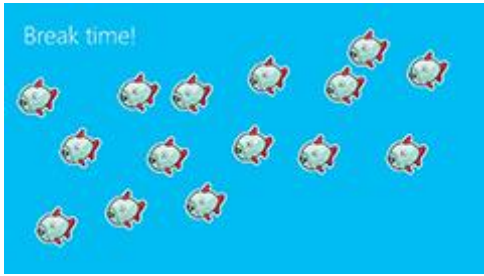
Suggested Prompt 6: You'll have six minutes in your starting role before I'll remind you to switch roles. Have fun working together for a total of 20 minutes.

Suggested Prompt 7: Open your Kodu game as your starting point. Your time begins now.

Do:
- Time six minutes, then remind students to switch roles every six minutes

Display: Slide 11: *Break Time*

Objective: Break Time guidelines

Suggested Prompt 1: We're going to take a 10-minute break now to stretch or use the bathroom. Please remember to:

- Push your stools or chairs in and throw any garbage away.
- Stay in the camp area during the break.
- Be respectful of the items in the camp. It's perfectly ok to handle items in the camp but be careful with them. If someone else is looking at something you are interested in, move on and look at it later.
- Be respectful to other people by being courteous and friendly.

Suggested Prompt 2: I'll give you a two-minute warning when break is almost over.

Test and Debug (5 min)

Display: Slide 12: *Easy as One, Two, Three*

Objective: Display instructions to play the game, test the game and jot down what a user needs to know

Suggested Prompt 1: Great job putting the finishing touches on your game. Now you need to play your game to test it. That means you'll open your game and play it so you can be sure it's working properly. If you find any problems, fix the problems.

Suggested Prompt 2: At the same time, think about what a user would need to know to play your game. Soon, you will be adding directions to Kodu so that users will know how to play your game.

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Suggested Prompt 3: For that reason, you'll have a chance to collect your thoughts before you're asked to write directions in Kodu. You have space in your Student Workbook to jot down the things a user has to know to play your game.

Do: Conduct Activity **Easy as One, Two, Three**

- Direct students to **page 22** in Student Workbook
- Read Easy as One, Two, Three **Directions** and **Activity checklist**
- Test your game to make sure it is working properly. Jot down three things a user has to know to play your game

    Three things a user has to know to play my game:

    1.

    2.

    3.

Suggested Prompt 4: When I say "go", you'll have five minutes to play the game and jot down things a user has to know. After you complete the exercise, leave your game open and wait for the next instruction to before completing the activity.

Do:
- Time five minutes for campers to play their games and complete the Activity checklist

Writing Directions (15 min)

Display: Slide 13: *Let's write directions in Kodu*
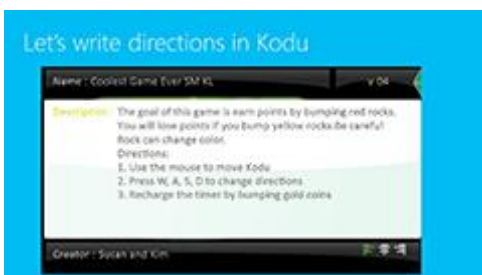
Objective: Show a screen shot as an example of how directions should be written

Suggested Prompt 1: Now, you are going to add something different to your game in Kodu. You are going to write user directions.

Suggested Prompt 2: It is important to know how to communicate directions so that it is easy for the user to play the game. When writing directions, you need to think abou those things that need to be explained explicitly. For example:

- How will the player control their character? Which character? Which buttons?
- What are the goals or targets for the game?
- What do players need to avoid?

Suggested Prompt 3: Let's first look at the directions for Coolest Game Ever. Displayed on the screen is an example of what Kodu directions look like.

Suggested Prompt 4: What do you notice about how the steps in these directions are written?
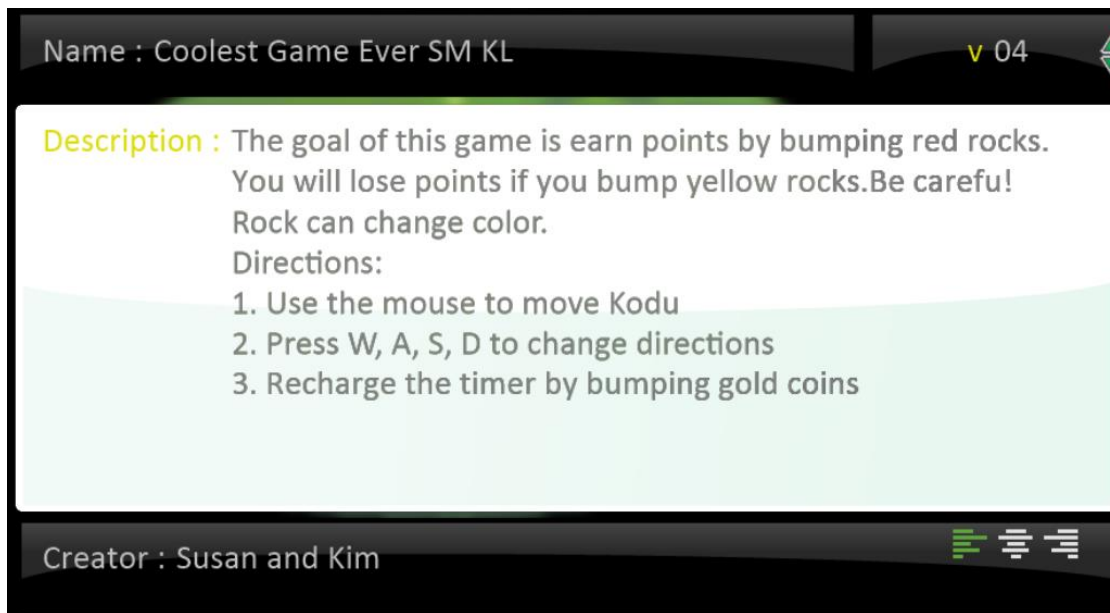
Do:
- Solicit responses
- Lead students to notice that the description includes a goal
- Lead students to notice that the directions are listed "in order"
- Lead students to notice the directions are "short and sweet"

Suggested Prompt 5: The three steps are written in the order that the user needs to know them. The steps begin with the first thing the user has to know, followed by the next thing the user has to know.

Suggested Prompt 6: The directions include very few words formed as short sentences.

Display: Slide 14: *Writing Directions*

Objective: Shows steps to writing directions and saving a game

Suggested Prompt 1: Follow along as I show you how to add directions in Kodu. Then, you and your partner are going to write directions for your own game so users will know how to play your game.

Do:
- Direct students to **page 22** in Student Workbook
- Read Easy as One, Two, Three **Directions** and **Activity checklist**

Suggested Prompt 2: Make sure your working game is open. Writing directions in Kodu is easy. Follow these steps.

Demo:

- Click the **Home Menu** button
- Select **Save My World**
- Add 1 to the version number
- Change the name of the game in the top row, as desired
- Add your initials to the end of the game's name
- Revise the Description, as desired
- Add directions below the description
- Click **Save**
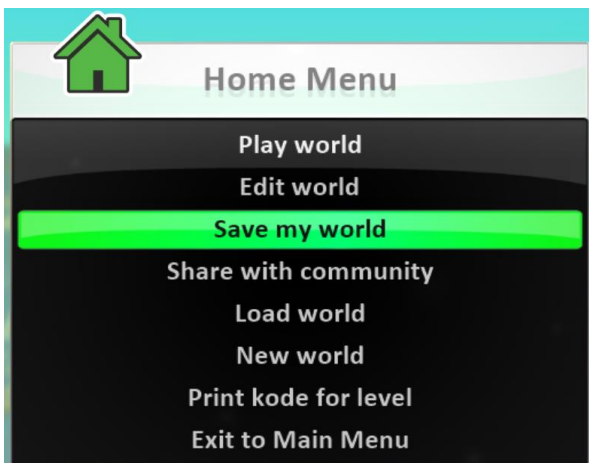
Suggested Prompt 3: Now it's your turn to add directions. You already collected your thoughts in the Activity checklist. You jotted down the things a user would have to know to play your game. When I say "go", you'll have 10 minutes to write the directions in Kodu. Be sure to list the steps in order and to write sentences that are short and sweet. This additional step to add directions to Kodu takes place before you save your game, one last time. Ready? Go.

Do: Time activity 10 minutes

Suggested Prompt 4: Your revised game is now listed among the games listed when you select Load World.

Section 3: Show and Tell (45 minutes)

Setting the Stage (5 min)

Display: Slide 15: *Let's prepare for the Gallery Walk*

**Objective:** Introduces the purpose of the Gallery Walk

Suggested Prompt 1: Lets prepare to showcase our games. A Gallery Walk is an opportunity to move throughout the room to try games created by our peers. We are close to the moment when we will share our game accomplishments with our peers and with our parents and/or guardians. The purpose of the Gallery Walk:

- **Celebrate accomplishments!** - First and foremost we want to celebrate and show off what you've accomplished in the camp, with your fellow campers and with your parents and/or guardians. And you'll see what others have accomplished.
- **Learn from others!** – There are so many ways to improve a game. Learn new ideas as you walk around and enjoy playing the games other campers have created.

Suggested Prompt 2: What's cool about the Gallery Walk is that we'll prepare for two tours. The first Gallery Walk is for peers. During the Peer Gallery Walk, every camper will have a chance to play the games we created in camp and look for some aspect of the game to praise.

Suggested Prompt 3: The second Gallery Walk is for our parents and/or guardians. During the Parent Gallery Walk, parents and/or guardians will have a chance to play the games we created in camp.

Display: Slide 16: *Let's look for **wows**?*
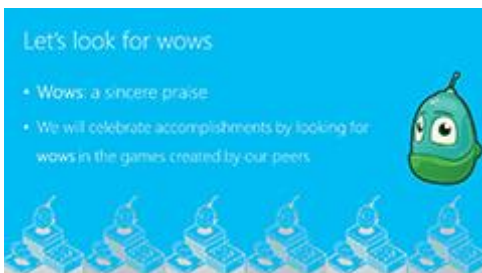
Objective: Review the definition of "**wows**" as sincere praise of some aspect of the game

Suggested Prompt 1: Who can remember what it means to give someone a **wow**?

Do: Solicit responses from several students. Then click *Enter* to reveal the definition of a **wow**.

Suggested Prompt 2: A **wow** is a sincere praise of some aspect of the game. We will celebrate accomplishments by looking for **wows** in the games created by our peers.

Suggested Prompt 3: As you play the games, look for **wows** to praise some aspect of every game.

Peer Gallery Walk (15 min)

Display: Slide 17: *Peer Gallery Walk flow*

Objective: Communicate the Peer Gallery Walk flow

Suggested Prompt 1: How many of you have been to a museum? Is there anyone who has not?

Suggested Prompt 2: Whether you've been to one in the past or not, we are going to be organizing the Gallery Walk as if you were taking a tour at the museum. We are going to create a particular path that is followed so you don't miss anything.

Suggested Prompt 3: Let's start out by setting guidelines for the Peer Gallery Walk:

1. Open your game on your device
2. Leave your device on the top of your workspace
3. Remove personal belongs from the top of your workspace

Demo: Pause to show students how to follow a pathway for moving from one workspace to the next.

4. Walk around the room with your partner, like you're touring a museum
5. Move around the room "clockwise", starting at your own workspace
6. Look for **wows** on your Gallery Walk
7. Play each game for 2 minutes
8. Rotate to the next device to play the game as you look for **wows**

Suggested Prompt 4: If you are ready to walk away from your own device to have a blast playing the games other camper have created, say the words "I'm ready".

Do: Listen for students to respond, "I'm ready"

Suggested Prompt 5: Because you're ready, you'll have 10 minutes to play the games we've created. You can celebrate the accomplishments of other campers by looking for **wows** only. After the Peer Gallery Tour, parents and/or guardians will join our Parent Gallery Tour.

Suggested Prompt 6: Do you have any questions about the Peer Gallery Walk? When time is up, I'll call a stop and you will return to your seats.

Do: Time 2 minutes then remind students to rotate to the next device. Once the allotted time is up, instruct students to return to their workspace.

Display: Slide 18: *After the Peer Gallery Walk*

Objective: Display questions to be answered with an elbow buddy

Suggested Prompt 1: How many of you were able to complete the Peer Gallery Walk in the time allotted?

Suggested Prompt 2: When I say "go" you'll have 60 seconds to find an elbow buddy and discuss the following two questions:

- What did you like the most about the Gallery Tour?
- What **wows** did you observe?

Suggested Prompt 3: Thank you for your participation. Did anyone see a **wow** on your Gallery Walk that you would like to tell other campers about?

Suggested Prompt 4: This was a great opportunity to see what other campers did to change the appearance of characters, add actions and write directions.

Reflection (5 min)

Display: Slide 19: *Reflection*

Objective: Display the words Characters, Actions and Directions

Suggested Prompt 1: During camp, we did some things with characters, actions and directions. We modified the appearance of characters, created actions and added directions. This is the perfect time to pause for five minutes of self-refection.

Suggested Prompt 2: Now is your chance to discover how you feel about what you learned during Kodu Makerspace.

Do: Conduct Activity **Reflection**

- Direct students to **page 23** in Student Workbook
- Read Reflection **Directions** and **Activity checklist**
- You learned about characters, actions and directions. Self-reflect to discover how you feel about what you learned in camp.
  - o Answer the three questions.
  - o For each of the nine statements, put a checkmark in the box beneath the emoticon that best reflects how you **feel** about what you learned.

1. What's one word that describes Kodu Makerspace Camp?

2. What's one word that best describes your game?

3. What is one thing about your game that you are proud of?

Characters	🙂	😐	🙁
My characters are interesting			
My characters are the right size			
My characters add to the fun of the game			
Actions	🙂	😐	🙁
My game is fun			
My characters are exciting			
My character actions work			
Directions	🙂	😐	🙁
My directions are easy to understand			
My directions are complete			
My directions work when they are followed			

Parent Gallery Walk (20 min)

Display: Slide 20: *Parent Gallery Walk*

Objective: Communicate the Parent Gallery Walk flow

Suggested Prompt 1: A big thank you to all who are here to join us for the Parent Gallery Walk. You'll have an opportunity to move throughout the room and try the games created by our campers.

Suggested Prompt 2: I invite you to stand with your student at their workspace as I share details about our Gallery Walk. I'd like to tell you what to expect and how to get the most out of this Parent Gallery Walk.

Suggested Prompt 3: It's important to note, that each student has been preparing a working game for you to see. Earlier, our campers had the opportunity to play the games that were created by other campers. During the Peer Gallery Walk students were asked to look for **wows**. A **wow** is a praise of some aspect of the game.

Suggested Prompt 4: How many of you would be willing to look for **wows** as you take your tour on the Parent Gallery Walk? Thank you.

Suggested Prompt 5: We have organized the Gallery Walk as if you're taking a tour at a museum. We have created a particular path that is followed so you won't miss anything.

Demo: Show the path to follow for moving from one workspace to the next workspace

Suggested Prompt 6: Let's start out by setting guidelines for the Parent Gallery Walk.

1. Start out by playing the game your student created.
2. Look for **wows** on your Gallery Walk
3. Play each game for 2 minutes
4. Rotate to the next device to play the game and look for **wows**

Suggested Prompt 7: Enjoy playing the games our campers have created. You'll have a total of 15 minutes to explore all the games. When time is up, I'll call a stop so that we can reconvene to wrap up the session.

Suggested Prompt 8: When I say "go" start by opening the game your student created. Then, you'll have three minutes to enjoy each game. As you play the game, look for a **wow** for each game. When time is up, I'll call a stop and you can return to your student's workspace. Ready? Go.

Section 4: Wrap Up (10 minutes)

Closure (5 min)

Display: Slide 21: *Review*

Objective: Review Session 4 by answering questions

Suggested Prompt 1: How many of you were astonished by the games our campers created? Thank you.

Suggested Prompt 2: I have a special challenge for you. After camp wraps up, revisit your Reflection Activity checklist to prepare to share how you answered the questions. Show your parents and/or guardians what you wrote to complete the Reflection Activity checklist. Share how you feel about what you learned in Kodu Makerspace camp.

Do: Refer students to Reflection Activity checklist

- Direct students to **page 23** in Student Workbook
- Read Reflection **Directions** and **Activity checklist**

Suggested Prompt 3: At the bottom of your Reflection Activity checklist, there is a space for your parents and/or guardians to write something about your game into your Student Workbook. Be sure to ask your parents to write something about the game you created into their Student Workbook. You'll find space at the bottom of the Activity Checklist where your parents and/or guardians can write something about the game your created.

Do: Refer students to Next Steps Activity checklist

- Direct students to **page 24** in Student Workbook
- Read Next Steps **Directions** and **Activity checklist**

Suggested Prompt 4: To wrap up, let's do our best to answer the following questions about Session 4.

- What advantages are there in working with a partner to create a game?
- Why is testing an important step in creating games?

- What characteristics make game directions useful?
- What is important to remember when looking at someone's game in a Gallery Walk?

Display: Slide 22: *Questions*

Objective: Opportunity for students and parents and/or guardians to ask questions

Suggested Prompt 1: What questions do you have about today's session?

Thank You: Completion Celebration (5 min)

Display: Slide 23: *Schedule of Events Placeholder Slide*

Objective: Please replace this slide with the current Schedule of Events to promote your upcoming events.

Suggested Prompt 1: Let's review some upcoming events that may be of interest and you might like to make sure you have a spot registered. Please jot down the upcoming events and dates that of interest to you onto page 24 in your Student Workbook.

Do: Refer students to Next Steps Activity checklist

- Direct students to **page 24** in Student Workbook
- Read Next Steps **Directions** and **Activity checklist**

Display: Slide 24: *Additional Marketing Placeholder Slide*

Objective: Please replace this slide with slides from your latest Marketing Kit to promote upcoming sessions or events. Choose ones that are most appropriate for this audience.

Suggested Prompt 1: *Personalize this prompt to align with selected marketing material.*

**Display:** Slide 25: *Congratulations*

Objective: Celebrate camp completion with Kodu Makerspace Certificate of Completion.

Suggested Prompt 1: We've had a blast playing Kodu Game Lab. We've worked hard too. Let's celebrate our good work with ceremony because you've earned your Certificates of Completion. When I call your name, come up to the front to accept your Kodu Makerspace Certificate of Completion. Your fellow campers and parents and/or guardians will cheer you on!

Do: Reward each student with a Certificate of Completion while soliciting cheers from other campers as the student receives their certificate.

Display: Slide 26: *Thank you*
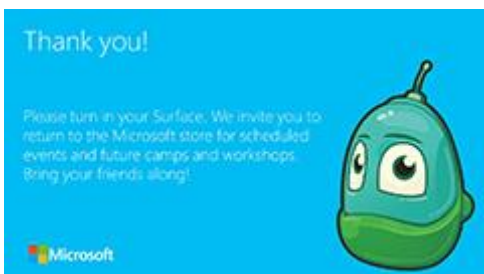
Objective: Wrap up and thank students and parents and/or guardians for attending.

Suggested Prompt 1: Within the next few days, you'll receive a short email survey about the camp. Please take a few minutes to provide your feedback to us. We want to know about your experience with us. Remember to take home your Student Workbook and your earbuds. The earbuds are yours to keep. You'll keep your Student Workbook because today is our last session.

Suggested Prompt 2: Thank you so much for joining Kodu Makerspace! Thank you for participating. Please turn in your device. We invite you to return to the camp for scheduled events and future camps and workshops. Bring your friends along.

Do: Follow usual procedures to clean up the workshop area