



ZORBIT'S MATH

HOME LEARNING KIT

DIY Game Design Studio

www.zorbismath.com

HOW TO PLAY!

Playing games encourages creative problem solving but **making your own games** brings that to a whole other level.

What You'll Need

- Crayons or markers
- Game pieces (checkers, pen caps, washers, etc.)
- Dice, coins, cards, or any device/rule for moving your game pieces.
- Anything else *your* game deems necessary.

Designing Your Own Game

1. Talk about the questions on the Game Brainstorm page.
2. Choose a game board template that best suits your game. Are you racing towards a goal (ie Snakes and Ladders) or doing laps (ie Monopoly)? You may also wish to design your own.
3. Decorate the game board to suit your game and add anything that helps you play (ie chutes, ladders, etc.)
4. Test your game by playing it. Adjust the rules to make it longer, shorter, more challenging, etc.

DIY Game Tips

1. How might you include play money in your game? How is it collected? What can you spend it on?
2. Colour some squares and have rules for each colour. For example, do 5 jumping jacks when you land on green; move back 3 spaces when you land on blue.
3. Make your own cards to go with the game to encourage writing or art. For example, when you land on an even number, draw a "Monster Card" and follow the instructions on it.
4. Older kids may wish to include a theme that requires a bit of research. For example, use the pyramid game board, call in "Mount Olympus" and include some Greek gods along the way.



GAME BRAINSTORM



What's the story?

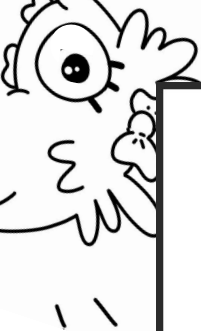


What do you need to play?



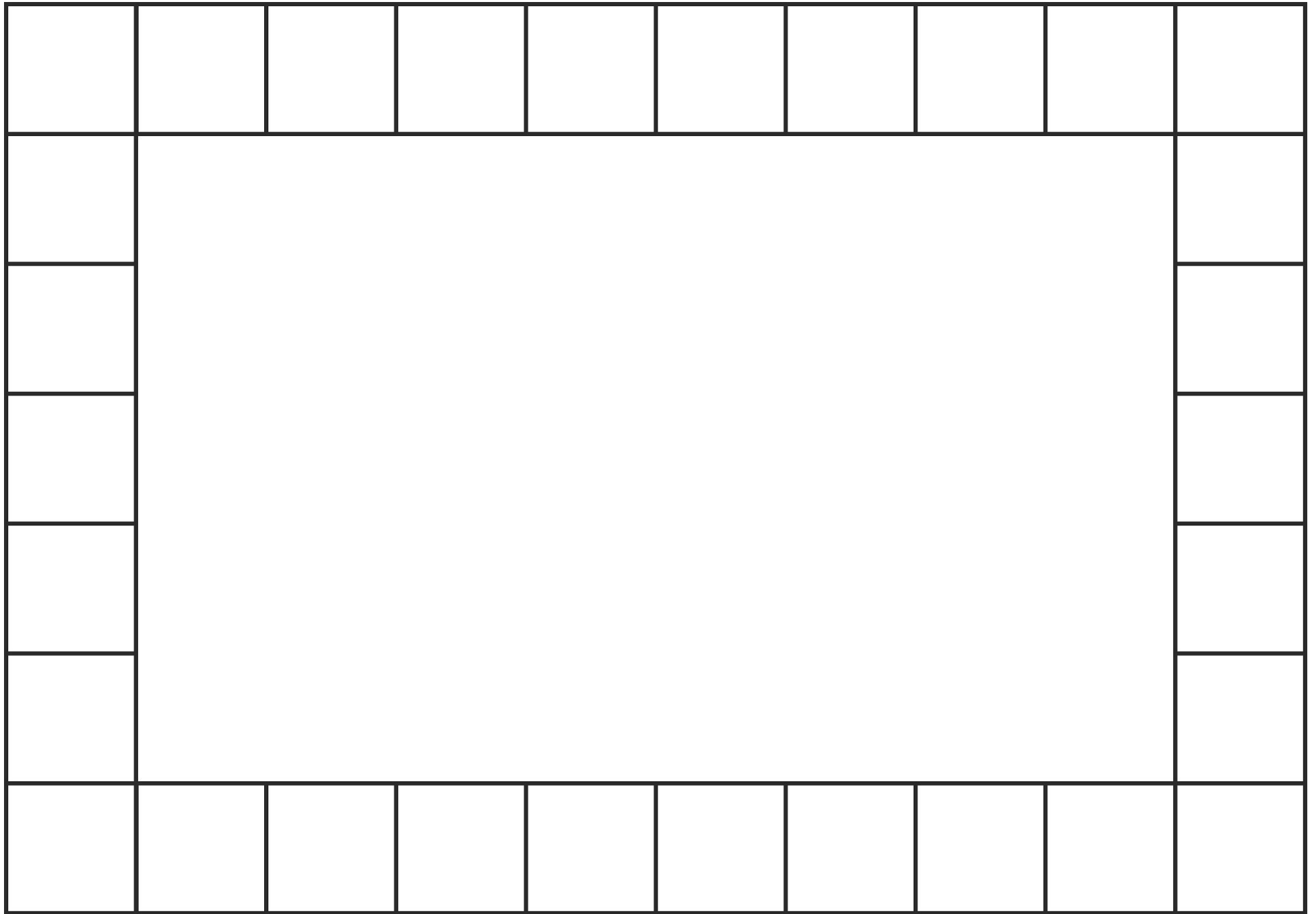
How do you win?

What are the key rules?



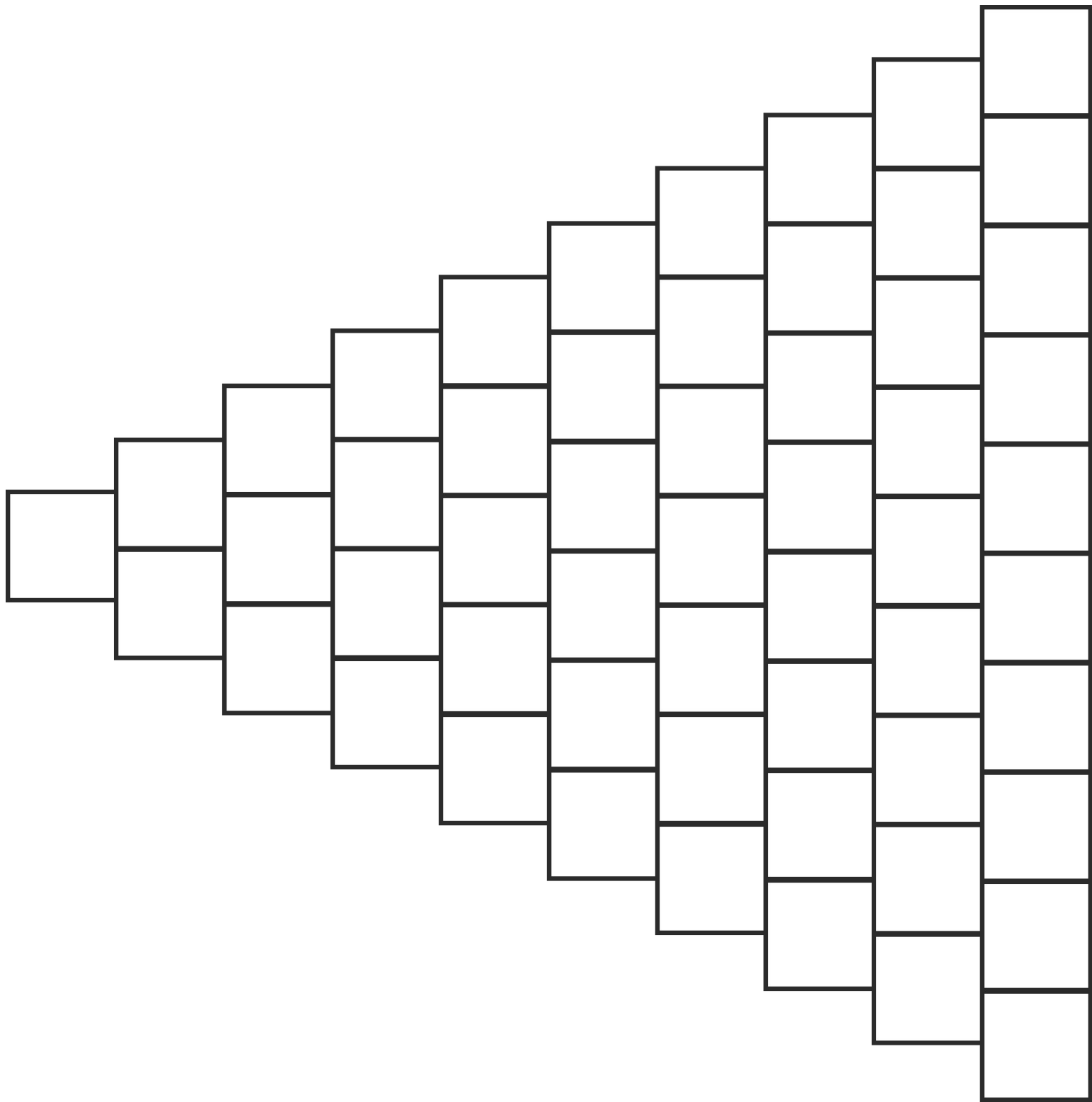
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2	7	12	17	22	27
3	8	13	18	23	28
4	9	14	19	24	29
5	10	15	20	25	30





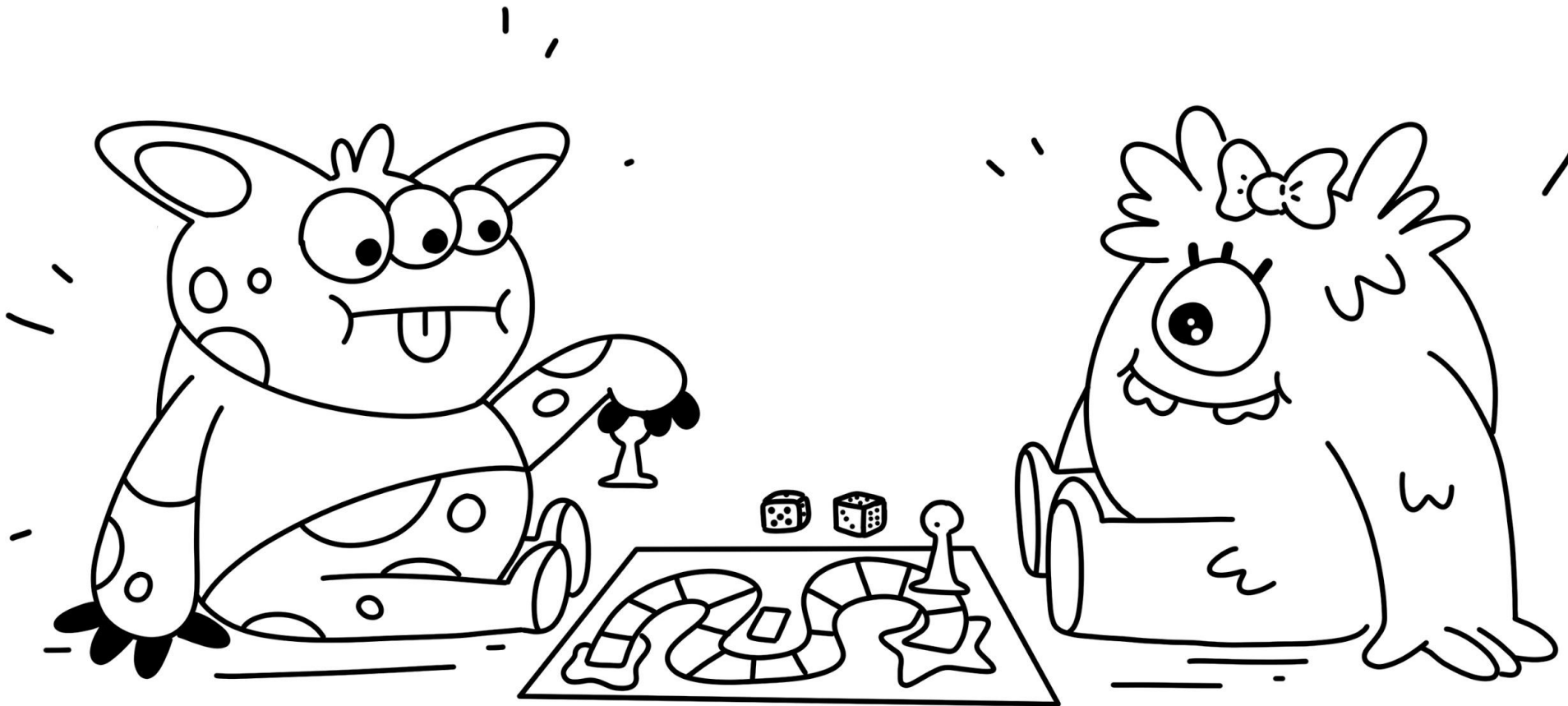
1	2	3	4	5	6	7	8	9	10
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21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100





COLOUR ME!

Choose six colours and number them.
Roll two dice - one to select a colour and one to determine how many sections to fill in with that colour. Keep rolling until your masterpiece is complete.





WITH ZORBIT'S

Kids Can fly!



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