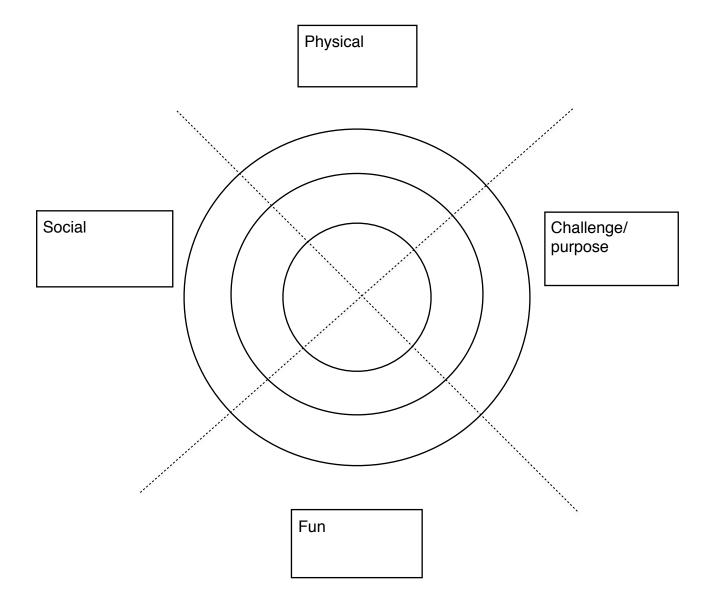


Reflection



Use this chart by putting a mark in the smallest circle to score a game a low score (1) or the outside circle to give it a high score (3)

This means a bad game will look like a little diamond and a good game will look like a big diamond. Most games create different shapes.

The learning comes about when students think about factors that resulted in 3s and also try to "fix " the 1s.

It's also worth comparing two games that have the same shape. What do they have in common?

This a great task to do at the beginning of a game creation unit.