

## **Session Title**

Be Like Water: Infusing Your Ideas into Video Games

### **Presenter:**

Jon Graham

## **Elevator Pitch**

The ways for students to share their knowledge can take many forms in the classroom – a written report, a video creation, an artistic depiction, but how about a video game? Learn how to use the app Bloxels and how you can transform your ideas in minutes. We will test out this process by taking the water cycle and turning it into a fun 8-bit game.

## **Materials**

Devices, BloxelsEDU account (provided), Means to record/share walkthrough of game (ex. Zoom, Screencastify, Quicktime)

## **Overview**

In this session students will create a video game that demonstrates parts of the water cycle. They will identify the aspects of the cycle that they want to highlight, this could be a simplistic circular game or a more complex game with multiple pathways. Part of the session will demonstrate the basics of the app, but students may find ways to incorporate other aspects of Bloxels. The goal of the day is to have a prototype of a game that can be captured and shared.

## **Teacher Expectation**

The teacher could review the water cycle in its simplest form (evaporation, condensation, and precipitation), but also share more complex aspects (check out [this article](#) from NOAA). They should ensure that students have access to the Bloxels app (for iPads) or the website (for all other devices) prior to the Conference. The lead teacher will be provided with account information prior to the virtual conference and account information will be provided on the day of the in-person conference. During the virtual conference sessions, the teacher will connect that whole class to the session via Zoom and help coordinate student questions through the chat. They may also need to help students with capturing and sharing their creations.