

Day 2 Agenda (Wednesday/Thursday – 5/6-5/7)

- All:
 - Content – “Part 04 - Electrolytes! They’re What Plants Crave!”
 - Content – “Part 05 - Let’s Concentrate”
 - Practice – Concentration of Solutions Worksheet
 - Practice – Diluting Aqueous Solutions Worksheet
- Designer:
 - Find 2-3 games that use the mechanics you listed on Day 1. Your group may want to play these games.
 - Write a brief description of what players will do on each of their turns or during each round in your game. (This is where you will explain how the game mechanics will be used in your game.)
- Illustrator:
 - If you have not already started assembling a mini portfolio of concept art for your game, you should begin doing that now.
 - Work with the Developer: During Day 1, all that was important was getting some ideas on paper so that your Developer had an idea of what type of art you could produce. However, now that your group has selected content and is determining a theme, it is very important that you begin producing art that matches your theme. Consider the three different thematic options proposed by your Developer and help him/her select which one your group use (consider the how interesting the theme is, how well it pairs with the content, and how well aligned it is with your artistic style and abilities).
 - Begin drawing concept art for your game.
- Developer:
 - Work with the Scholar: Your scholar will have decided your specific content for this project by the beginning of class today. Discuss the content that will be covered with your Scholar.
 - Work with the Illustrator: Begin brainstorming some very specific theme options that your group has based on the content and artistic style of the Illustrator. List and describe at least 3 specific, possible themes for your game based on the content that the Scholar has selected for your group. Consider the following:
 - What is the goal of your game?
 - How can the content be directly related to theme?
 - Is the relationship between theme and content factually correct? If not, how can you fix it?
 - Begin creating a “story” for your game.
- Scholar:
 - Finalize the learning objectives on which your group’s game will focus. If you are having a difficult time, settling on the exact objectives, then discuss it with your group. You at least need to have specific content in mind as soon as possible during this class because many of your group members will be relying on it.
 - Work with the Designer: How can the mechanisms selected by your Designer be used to TEACH your content?
- Editor:
 - Continue reviewing some rule books of previously published games. You will find MANY rulebooks for different games that are freely available online. What aspects of the rules that others have published are good? What could use improvement? How will you work to ensure that your rules are clear, understandable and concise?
 - If you did not start taking actual notes on paper during Day 1, you need to do that today (and include them in your folder).