



## Questara

### Engaging Question: What makes a good adventure game?

**Learning Activity:** Read a story or a fairy tale.

**Challenge:** Design and make a boardgame or video game based on the story.

#### Step-by-Step Instructions

1. Introduce the engaging question: What makes a good adventure game?
2. Explain the learning activity: Read a story or a fairy tale.
3. Guide students through the challenge: Design and make a boardgame or video game based on the story.
4. Provide examples or demonstrations if possible.
5. Encourage students to brainstorm ideas and plan their approach.
6. Monitor progress and provide feedback as needed.
7. Allow students to present their work and discuss their findings.

#### Tips on Making Activities More or Less Independent

To make activities more independent:

- Provide clear instructions and examples.
- Encourage students to ask questions and explore on their own.
- Allow students to make choices about how they complete the challenge.

To make activities less independent:

- Offer more guidance and support throughout the activity.
- Break down tasks into smaller, manageable steps.
- Provide additional resources and materials to help students.

#### Recommended Resources and Materials Required

Resources and materials required will vary depending on the specific challenge. Some general recommendations include:

- Access to books, articles, or online resources related to the topic.
- Art supplies (e.g., paper, markers, paint) for creative challenges.
- Materials for building models or conducting experiments (e.g., cardboard, glue, scissors).
- Access to a computer or tablet for research and digital projects.

#### Suggestions for Recording the Learning Journey

Encourage students to document their learning journey in a way that aligns with the type of challenge. This could include:

- Keeping a journal or diary of their progress.
- Taking photos or videos of their work at different stages.
- Creating a portfolio or scrapbook of their completed challenges.
- Preparing a presentation or display for the Festival of Learning.