

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8.30 – 9.30	Morning extended care				
9.30 – 12.30	<ul style="list-style-type: none"> • Mission brief and Introduction to Game Design • Play test favourite playground games • Create a new game from an existing playground game 	<ul style="list-style-type: none"> • Designing continues • Create ‘cardboard’ model of first funfair game 	<ul style="list-style-type: none"> • Design second funfair game • Create ‘cardboard’ model of second funfair game 	<ul style="list-style-type: none"> • Design ultimate 3 games! • Build ultimate 3 games 	<ul style="list-style-type: none"> • Final tweaks and perfections. • Prepare funfair for audiences, including decoration and characters within the funfair.
12.30 – 13.30	Lunch break				
13.30 – 16.30	<ul style="list-style-type: none"> • Get to grips and build 3 core mechanisms: hydraulic levers, cogs and wheels and catapult • Design first funfair game, using one of the 3 mechanics • Group team prototype game testing 	<ul style="list-style-type: none"> • Continue creating cardboard model • Play testing! Critique your own and each others game. • Thoughts for second funfair game using a different mechanic 	<ul style="list-style-type: none"> • Continue creating cardboard model • Play testing! Critique your own and each others game. • Discuss group favourites (both as designers and players) and how they might be changed and / or improved. 	<ul style="list-style-type: none"> • Continue building and refining • Final Playtest! Is everything working as it should? Could anything more be improved? • Resolve any fixes/tweaks 	<ul style="list-style-type: none"> • The funfair opens for family and friends!
16.30 – 18.00	Afternoon extended care				