

## Preparation

Start with what you know

Space and Tools

Budget

Determine your audience

Select a collaborative partner

## Learning Objectives

Identify your goals

Simplify learning outcomes

Frameworks adjacent  
(addresses some-not all)

Determine what you have time for

## Game Flow

Dependent on your thought processes and visualization skills

For us-start at the end and work backwards

Red herrings



# Advice

## **BE FLEXIBLE**

Be willing to change the game based on feedback

Don't get too attached to your puzzles

The game is always evolving

## **BE INVENTIVE**

No money, no problems

Think about the resources you already have

Keep in mind what you want the students to learn

## **BE OBSERVANT**

Make sure your clues are clear and free of typos/errors

Watch student reactions as they play the game

