

# PLAY YOUR PLACE TEACHERS' CHECKLIST

Young people of all sorts show great enthusiasm for using this simple game building project to think about ways in which their neighbourhood and community might develop in the future. The project offers a free, playful educational tool for learning about computer science, art, design, citizenship.

Visit <http://playsouthend.co.uk>

## Preparing for a Session

Any teacher or community group leader thinking of creating games with young people will find this checklist indispensable for sourcing helpful resources and for making sure your classroom or community resources is properly set up for an enjoyable and creative session. **The Technical Checklist (on page 2) is very important.**

### What age group is it aimed at?

The project is flexible and works well for any ages over 7 years old.

### How long does it take to build a game level?

An individual can build a functioning game level very quickly (within an hour).

A group can build a good game in 3 hours and can then keep applying and developing more complex skills and outcomes over a number of weeks.

We have discovered that the best work is usually done in small groups (of between 2 and 5 people) who devise game stories, make the drawings and build the games together.

## Resources available

Visit <http://localplay.org.uk/tutorials/>

- A Step by Step Guide to playing and making game levels – download and print
- Learn how to play – Video tutorial watch on Youtube
- A guide to developing your game story – download and print
- A guide to drawing for your game levels – download and print
- Videos of some sample games – watch on Youtube

If you are unable to access Youtube to watch the videos contact us [localplaynet@gmail.com](mailto:localplaynet@gmail.com) and we will sent them to you in a format that you can play from your own computer

For more tutorials and videos by Local Play visit <http://localplay.org.uk/tutorials/>



## Technical Checklist for Group Coordinators

Some local councils block access to games websites, youtube and flickr to all computers within their offices, local schools and community groups. So you will need to check that you can get access to a number of websites from a council run computer.

Check that you can access:

1. Play Southend Website - [www.playsouthend.co.uk](http://www.playsouthend.co.uk)

- log in
- and edit and save a sample game.

2. Play Your Place Youtube channel -

<http://www.youtube.com/user/LocalPlayNet>

- although these can be made available for individual download if necessary.

If necessary contact local council IT department to request they remove firewall access. Contact [localplaynet@gmail.com](mailto:localplaynet@gmail.com) if you get stuck. We will do what we can to help.

## Technical preparations for running a session

Things to think about **a couple of weeks before** you run your session:

### 1. How many computers will you use?

Think about how many active users your Internet connection can handle at any one time- we advise that for group sizes larger than 8 people that you coordinate building groups. It's more fun to work together, you can work faster and have better ideas.

### 2. Can your users access the website from their computers? Firewalls and Browsers.

While most people should be able to access the game from home, access may be restricted for some schools, colleges, clubs. So you need check beforehand from a user machine.

Open the game website [www.playsouthend.co.uk](http://www.playsouthend.co.uk) in the Internet browser.

If you have trouble opening the webpage contact your IT department to check that you are using a browser that supports the game and to lift firewall access if necessary. You may need to ask them to upgrade your group's browsers to the latest version.

The game is an HTML5 game that runs in an Internet browser on any reasonably new PC or laptop. Supported Browsers: latest versions of Internet Explorer, Firefox, Safari and Chrome.

For more tutorials and videos by Local Play visit <http://localplay.org.uk/tutorials/>



Log in, edit and save a sample game. If you get stuck get in touch with us at [localplaynet@gmail.com](mailto:localplaynet@gmail.com)

Also open the tutorial channel <http://www.youtube.com/user/LocalPlayNet> to access video tutorials on youtube. These are available for individual download on request.

### **3. Digitising drawings for upload**

You will need to digitise the images to upload them to the game. You can do this with a scanner or with a camera or smart phone. We recommend you practice uploading a background image and a thing image to the game before your session. You may decide that you want to set up one computer with a scanner or as the station for gathering up your photos.

## **Final Tips for Good Game Building Sessions**

### **Recognise natural group mentors**

You will find that some people in your group quickly understand what needs to be done to create the game. We suggest that you select these people to guide and help others.

**The Game Story guide** should help your groups to develop rich and meaningful conversations and drawings and to explore how their town could be a better place for more people.

**Draw lots of game elements** before you start building a game level.

- avatars
- background pictures
- rewards
- obstacles

### **Work iteratively**

Once you have drawn the game elements and built a game level you will need to play and edit and play and edit a number of times to make each level really good.

### **Show off**

Make sure there is plenty of time to show off all of your games at the end of each session.

